The Atazoth Vampire Clan Worldwide

Ancient Egypt and Greek Vampiric Philosophy

© July 2012

The Hagur Vampire Tarot Magazine

The Hagur Vampire Tarot

The Major Arcane and the Four Aces

Illustrated and Commented

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Foreword

I am drawing my new Tarot cards, called the "Hagur Vampire Tarot," my previous drawings of the Major Arcane being in 2004, inspired by the Order of the Nine Angles. I recently started drawing with the Major Arcane, to continue afterwards with the Court Cards, and obviously the Minor Tarot, altogether 78 cards. I drew so far the seven first cards of the Major Arcane, with the description as hereunder.

However, the zero card, "The Fool" is an important but separate card, representing the Psychic Vampire during his transformation time, and the searching human. It also represents Percival.

Myths and metaphors, like the reality of dreams, are powerful tools that draw Vampire, listener, dreamer and even the reader to a character, symbol, or situation, as if in recognition of something deeply known. Myths bypass the mind's effort to divorce emotion from information. They make an impression, are remembered, and nudge us to find out what they mean.

You will agree that a great work has now started by gradually drawing the 78 cards of the Tarot on the Vampiric Philosophy. Each card of the Tarot has its own story, and has a lot to say. Down the ages since its invention, the Tarot has become a sacred book, not revealed by god, but man. Man is the creator of God, not God of man is commonly agreed today. The Tarot is a high place on the mountains to dwell on, a place where Vampires meet the immortals, "Those Who Have Risen" that are present in the collective consciousness. The Tarot permits consciousness, like sunlight, penetrate the more surface depths of personal feelings and illuminate what is there. And the more one works at his mental condition as in meditation, much that is hidden, dark or simply a mystery will be revealed.

Psychologically, as in all Western civilizations derived from Ancient Egypt as well as Ancient Greece, the very summit, the Mont Blanc, is the realm where culturally sanctioned archetypes dwell, a meeting place for Psychic Vampires in transformation and other older ones.

It is also true that whatever is discounted by religious people as a whole, and some other in our society more traditional minded go "underground". Be it known that in mythology, the mental realm and the divinities with the mind,

will, abstract thought, and power are very much honoured. Through our active Vampiric way of life, we live on the summit, while those who represent devalued attributes do not. The Vampire in the physical body flows by as historical time, but is part of an eternal cycle with "Those Who Have Risen," as archetypes in collective consciousness.

The Hagur Vampire Tarot Magazine keeps you informed about the artistic and meditative progress of my work along the 78 tablets (cards) of the Tarot. Keep in touch with that whole experience of mine. It will be published on Scribd, and obviously appear on my Facebook for you to read and ponder on.

The usefulness of the Tarot, all sets, not just my own creation, as fantasy images, may identify with a hero or heroine, or with an admired group., and take on some of their characteristics; and maybe two or more heroes may merge. And, these fantasy figures may come from the past and even the imagined future, as well as from the present.

Dr. Roberto Assagioli's of psychosynthesis is that the subpersonalities must become aware of one another before any integration can take place, so a phase of coordination is essential when it happens. During this phase, called the vampiric transformation period, inner changes occur within the subpersonalities, even becoming dominant and exclusive.

Indeed, symbols like the Tarot cards are visible representations of an invisible intangible brain reality, something from inside being revealed in the world outside, something as spiritual in something concrete, something special in something ordinary. The power of the archetypal structure of the Tarot cards never fails to move; one feels lured irresistibly into its paths, and there one finds what its tablet is prepared to discover. Yet one cannot build on what went on in the past because in contrast to alchemy, gnosis and cabalism, we no longer have any accurate knowledge of its history.

Every vampire and initiate should draw and paint (or at least commission such from a good artist) their own Tarot pack, using the guidelines which we will give sometimes in this or other issues of the magazine.

I hope that meditating on these cards with contribute to individualisation as a process in which Vampiric transformation and growth are achieved through tapping into the limitless unconscious psyche where the archetype – inborn from

the earliest times reside. I do hope that my Tarot at the end will help every Vampire and Human to rediscover the primordial images representing the archetypes, “The Undead Gods, Those Who Have Risen and gone into eternity” before us.

I do hope to make of my drawings and paintings a ground-breaking book with Vampiric symbolism in the New Hagur Tarot. The Major Arcane of the Tarot are perennially imaginative descriptions of ancient and eternal and manifold designs that lie dormant in the collective unconscious, and as such can be helpful guides in our journey toward vampiric individuation.

I shall work along ONA’s Tree of Wyrd and its paths as far as the Major Arcane is concerned. The Tree of Wyrd is like a germ cell that has divided itself into seven segments or spheres: Moon, Mercury, Venus, Sun, Mars, Jupiter and Saturn, and related to each other with paths in a complex network connecting each sphere or planet to all others.

One will also be able to use the New Hagur Tarot for pathworking and meditation, but also for divination. I do hope my work will help the Psychic Vampire to improve self-reflection, self-clarification, self-confidence, self-discipline, self-determination, courage, needed solitude at times, meditation, silence, better insight into the solution of a problem, discovery of a vampiric secret in our tradition, secret vampiric knowledge, study and wisdom, prudence, circumspection, vampiric experience, trust in fate, shared joy or pain, and discretion always.

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The Major Arcane

The twenty-two cards (21+1) of the Major Arcane of the Tarot are divided in three parts or series:

Major Arcane

	Light	**Self-knowledge**	**Action**	**Influence**	**Giving**	**Unification**	**Fullness**
First seven	I	II	III	IV	V	VI	VII
Intuition	Magician	High Priestess	Empress	Emperor	Hierophant	Lovers	Chariot
Second seven	VIII	IX	X	XI	XII	XIII	XIV
Love	Strength	Hermit	Wheel of Fortune	Justice	The Hanged	Death	Temperance
Third Seven	XV	XVI	XVII	XVIII	XIX	XX	XXI
Gnosis	The Devil	The Tower	Stars	Moon	Sun	Resurrection	Universe
Days	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Planets	Sun	Moon	Mars	Mercury	Jupiter	Venus	Saturn

The “O”, the Fool= the searching human, Percival, the Great Zero.

The attributions of the first seven cards of the Major Arcane:

The Magician: Light

The High Priestess: Self-knowledge

The Empress: Action

The Emperor: Influence

The Hierophant: Giving

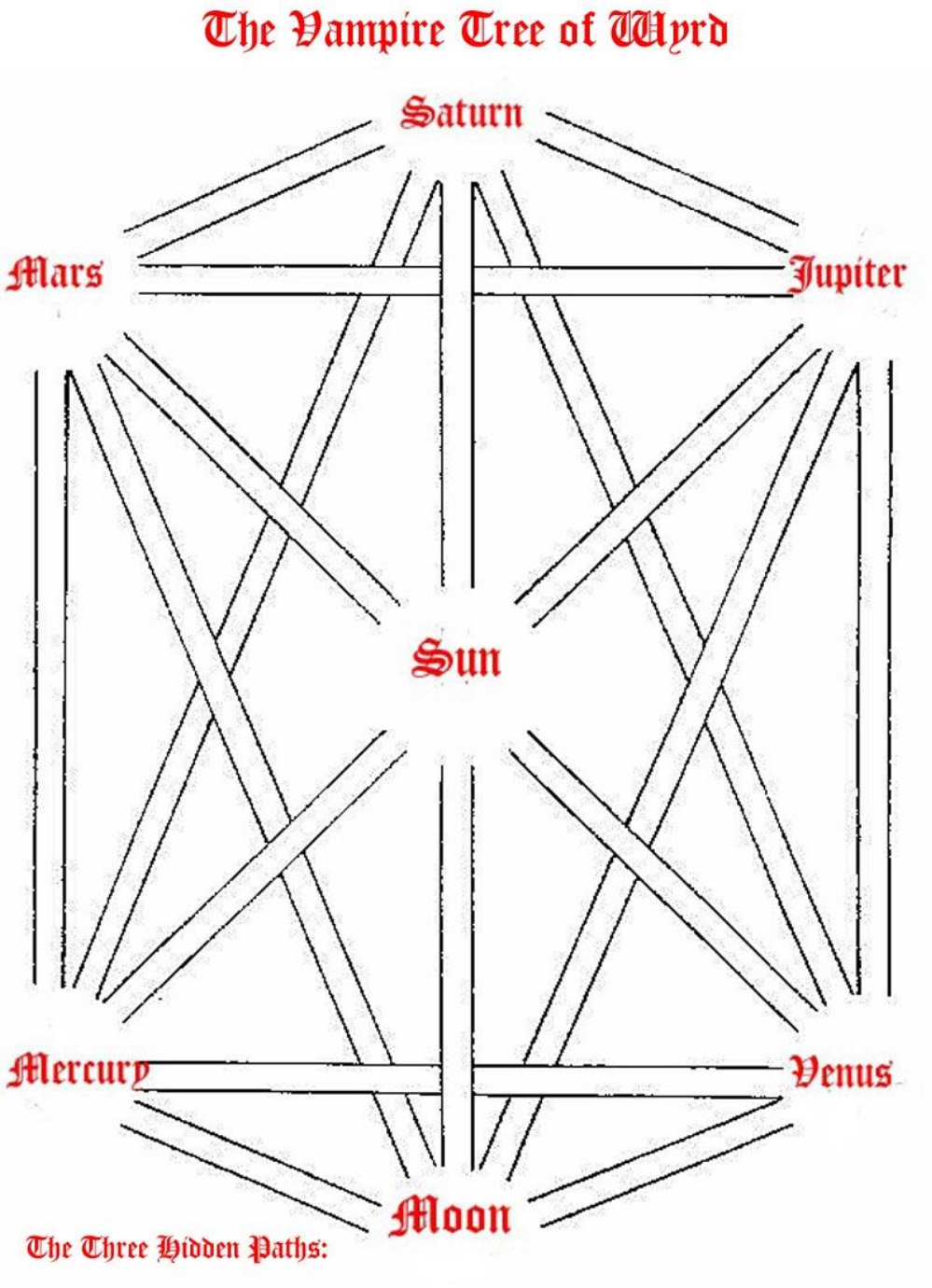
The Lovers: Unification

The Chariot: Fullness

(The Fool is the searching human,

Percival, the Great Zero.)

The Paths of the Vampire Tree of Wyrd:




The Cosmic Tree of Wyrd
Saturn
Mars
Jupiter
Sun
Mercury
Venus
Moon
Hagur '08

The Tarot or “Book Tau” as it is often called is a pictorial book of ageless, psychological and metaphysical wisdom. For centuries it has been used by what was and still is, used by those the human calls magicians and occultists, and mystics for the purpose of divination in the first instance, and meditation or pathworking. More than any Holy Scripture of the various religions, it is the key to all science and not only the occult. Psychologically, it is a map for uncovering the various parts of the human psyche.

The origin of the Tarot remains a mystery, like so many other mysteries the templars tried to unveil, working as servants among the intellectual Muslims during the Crusades. Various theories abound, including lots of speculations that the Tarot is of Egyptian origin; that it was created by a group of adepts to insure the survival of a persecuted esoteric philosophy by Christianity mainly, and this through concealing it in a deck of playing cards. It is also said that it was invented by the gypsies (Bohemians) to protect its hidden wisdom under the exterior disguise of gambling and fortune telling.

Whatever it is said, the first known Tarot decks can only be documented with certainty as having been developed in the late fourteenth century during the reign of Charles VI of France. During the first part of the fifteenth century, the Tarot was used exclusively at the European courts of Nobility, from St.Peterborough (Prussia) to Paris (France), and so on and forth. The Tarot, and occultism as a whole, had become a pastime reserved for the aristocracy. The invention of the printing press made the cards more common, and to a larger use. In 1781, interest in the Tarot gained force when the Court de Gibelin, a freemason and a Protestant minister claimed that the Tarot’s Trump cards were a secret Egyptian book called “The Book of Thoth”.

It is traditionally accepted and I like to believe this that the Tarot originated in Egypt. Certainly, Egyptian symbolism has inspired Tarot designers for hundreds of years up to this day, and today decks use “conventional” Tarot imagery whose roots are undeniably Egyptian as found among the Aleister Crowley Tarot.

Besides, some of the earliest decks include; the Tarot of Jacquemin Gringonneur, the Tarot of the Visconti-Sforza family, and the Tarocchi of Mantegna.

Next to the Major Arcane of twenty-two trumps, the key of the whole Tarot of 78 cards, we have the Minor Tarot of fifty-six cards., including the Royal (Court) Cards of King, Queen, Prince and Princess of Wands, Cups, Swords and Pentacles. Altogether sixteen Court cards:

1. WANDS (or sceptres) comparable to Clubs.
2. CUPS (or chalices) comparable to Hearts.
3. SWORDS comparable to Spades.
4. PENTACLES (or coins) comparable to Diamonds.

Next to the Royal (Court) Cards, we have ten small cards of each suit, referring to four worlds, as there are four elements, earth, water, air and fire.

The Paths of the Cosmic (or Vampire) Tree of Wyrd are twenty-two, active and moving along the other fifty-six cards as we will see. They are conduits or energy channels running throughout the Cosmic Tree of Wyrd.



Major Arcane
First Seven Trumps

The Magician: Light
The High Priestess: Self-knowledge
The Empress: Action
The Emperor: Influence
The Hierophant: The Giving
The Lovers: Unification
The Chariot: Fullness
The Fool is the searching human,
Percival, the Great Zero.

Major Arcane

The First Seven Trumps

The Planets or Spheres

Magician: Sun

High Priestess: Moon

Empress: Mars

Emperor: Mercury

Hierophant: Jupiter

Lovers: Venus

Chariot: Saturn

The Fool is the searching human,

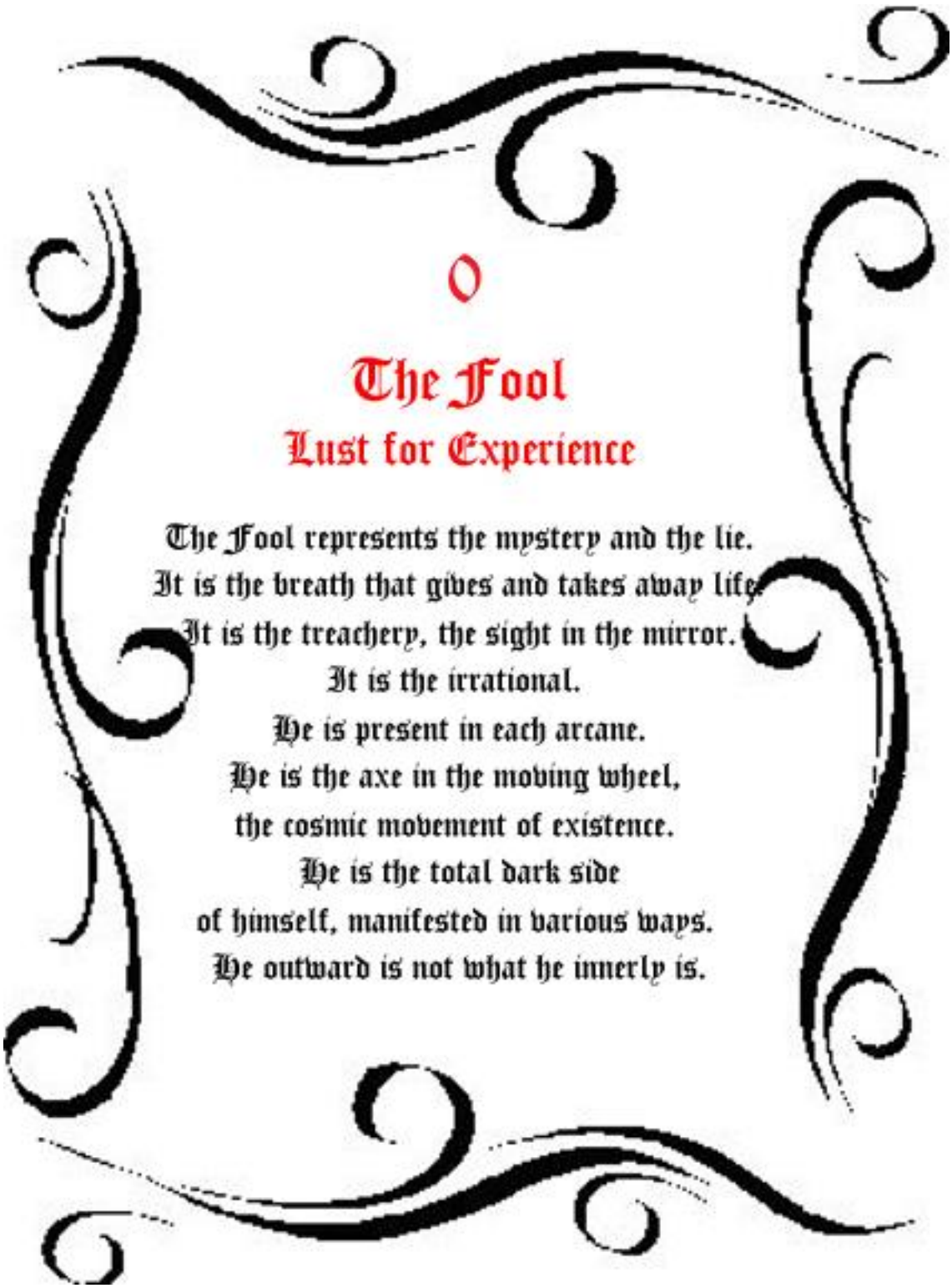
Percival,

The Great Zero

0



The Fool



0

The Fool

Lust for Experience

The Fool represents the mystery and the lie.
It is the breath that gives and takes away life.
It is the treachery, the sight in the mirror.
It is the irrational.
He is present in each arcane.
He is the axe in the moving wheel,
the cosmic movement of existence.
He is the total dark side
of himself, manifested in various ways.
He outward is not what he inwerly is.

Worth noting

The Tarot, next to the use for meditation or pathworking, is also an instrument of divination, intended to answer questions and concerns of the vampires and humans daily.

The Tarot allows, through its images, to prevent, provide solutions, guide choices, and improve one's various situations in which one finds him or herself.

It is extremely simple and easy to "spread" the Tarot cards, and no superstition whatever should come and disturb the mind (brain function) of those who use it.

0 – The Fool for spread next to

I	The Magician	Inconstancy
XIII	Death	Separation
VI	The Lovers	Indecision
XVIII	The Moon	Thoughtlessness
XII	The Hanged	Mental fatigue
	Ace of Pentacles	Material lightness
	Ace of Cup	Affective lightness

Affection	Almost unfavourable
Material (Matter)	Unfavourable
Professional	Almost unfavourable (little success)
Health	Almost unfavourable
Spiritual	Average

I



The Magician

I

The Magician

Determination

It personifies the will.
Life and Death. It is the robe of
the magickian or sorceress.
The image of the general principle
coming from absolute unity.
The gate of creativity.
The monster skilfully creates
that which is beautiful.

I – The Magician for spread next to…

III	The Empress	Good news
VII	The Chariot	Travel, journey
XIX	Sun	New lover
X	Wheel of Fortune	Luck in games
	Ace of Pentacles	Prosperity
IV	The Emperor	Progress and realisation
XXI	The Universe (The World)	Reward for efforts

Affection	Very favourable
Material (Matter)	Favourable
Professional	Favourable
Health	Favourable
Spiritual	Favourable

II



The High Priestess

II
The High Priestess

Intuitive Knowledge

It is the mouth of Science.
The Dark awaking the imagination.
The evaluation and the untrue.
That which is positive or negative.
Without duality nothing exists.
The mask hiding secrets.
Under the control of the Moon,
the Psychic
Vampires enjoy full activity.

I – The High Priestess for spread next to…

XVIII	Moon	Birth
I	The Magician	New meeting with someone
XV	The Devil	Hidden passion
VI	The Lovers	Expectation (waiting)
IX	The Hermit	Solitude
XII	The Hanged	Submission
	Ace of Cup	Hidden sentimentality

Affection	Average
Material (Matter)	Average
Professional	Average
Health	Average
Spiritual	Excellent

III



The Empress



III

The Empress

Security

The image of wisdom.
Matter well alive.The dominance of evolution.The Moon queen controlling insects. The feminine principle and fertility.
Her sickness is but desire.
The power of the will.
She sees everything
from her throne being a Vampire and independent.

III – The Empress for spread next to…

IV	The Emperor	Concretisation of projects
XIX	Sun	Love
O	The Fool	Unconsidered expenses
XXI	Judgment	Travel, journey
	Ace of Pentacles	Income of money
II	The High Priestess	Beneficial creation
	Ace of Cup	Happiness

Affection	Very favourable
Material (Matter)	Favourable
Professional	Very favourable
Health	Favourable
Spiritual	Favourable

IV



The Emperor

IV
The Emperor
Responsibility Awareness

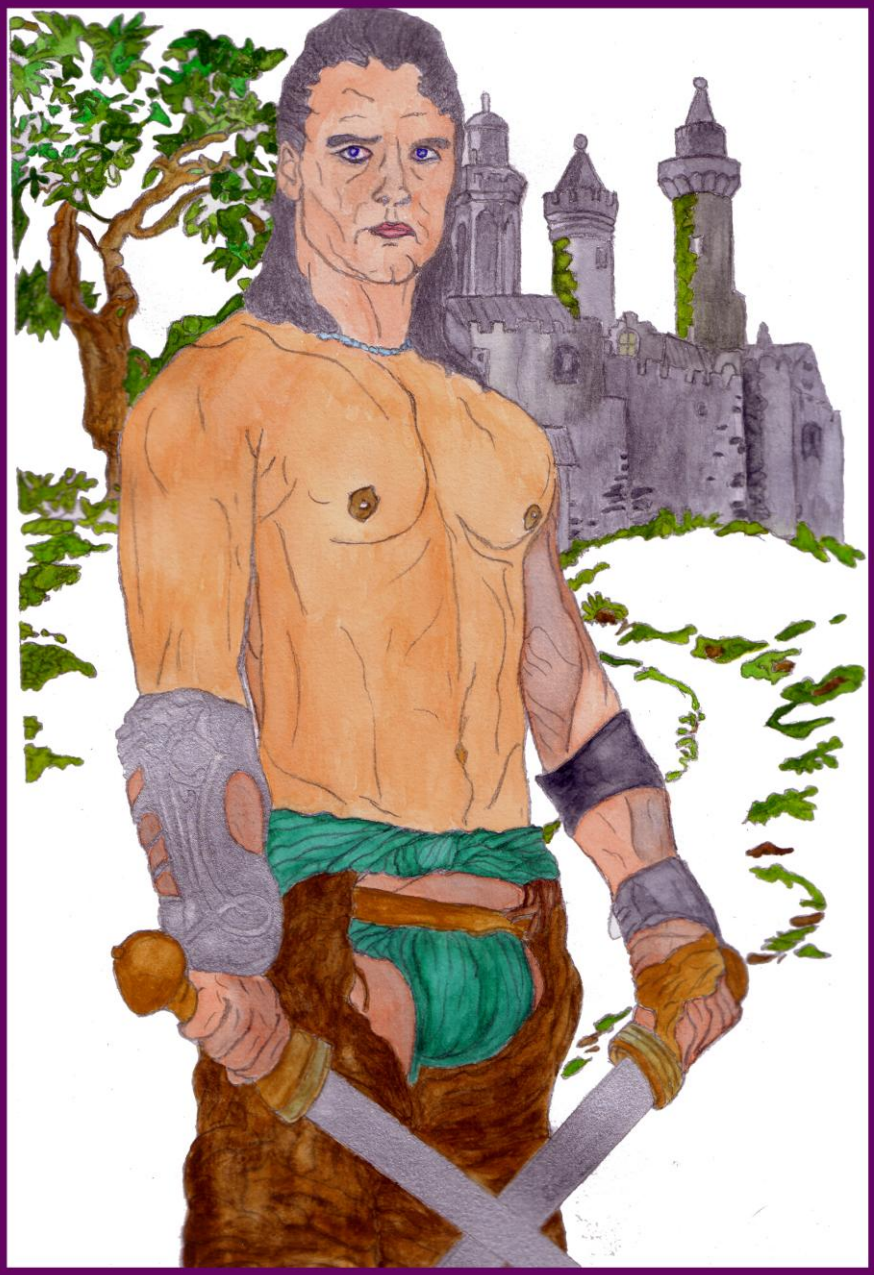
He dismantles the power on the world.
Realisation is his. He is the Sun God. Masculinity. It is the demon reaching balance. The animal of the earthly and physical world. A powerful Vampire.

IV– The Emperor for spread next to…

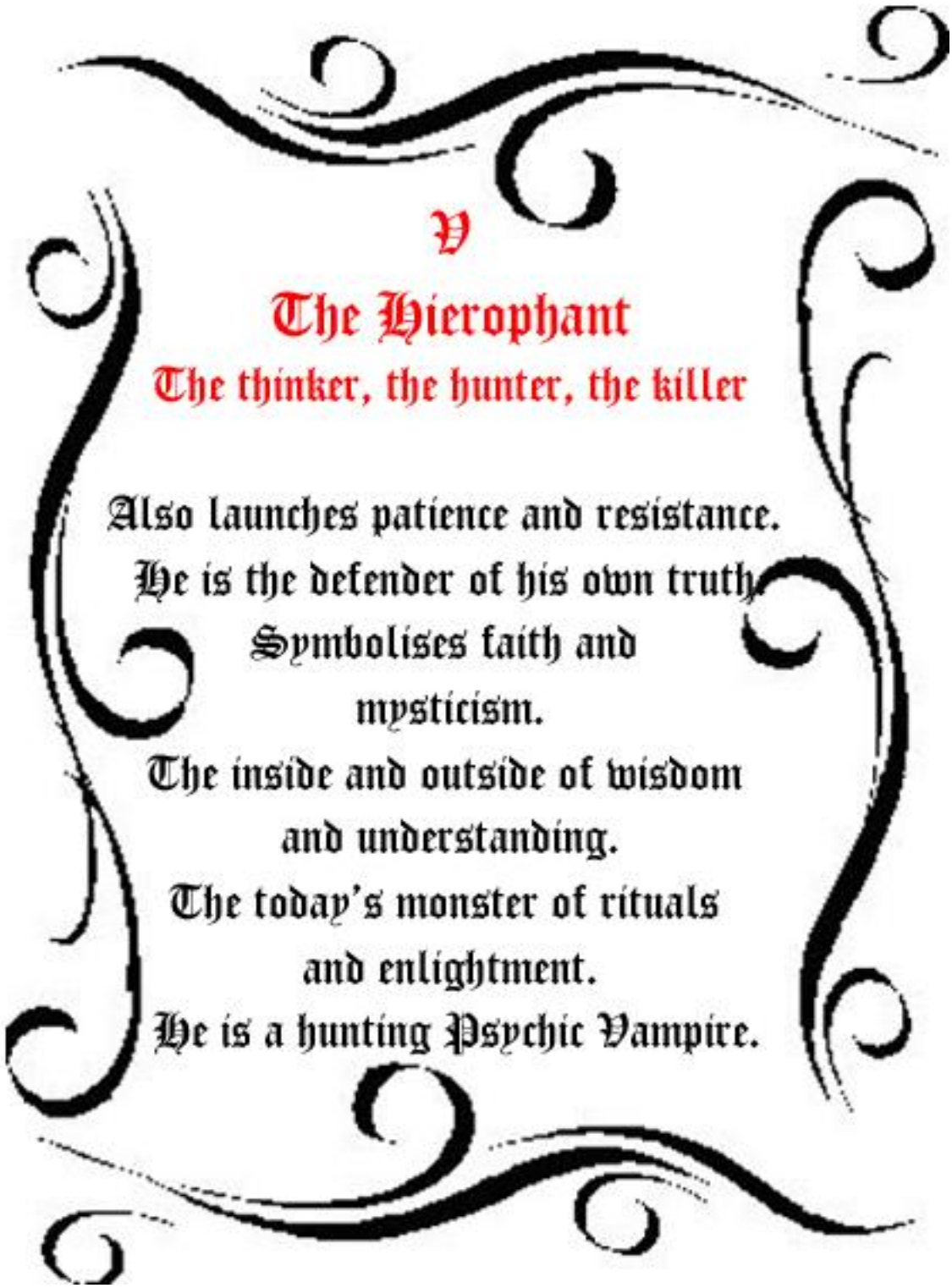
XV	The Devil	Material success
XXI	Justice	Success of a lawful or pending case
XXI	The Universe (The World)	Great success
X	Wheel of Fortune	Beneficial financial transaction
	Ace of Wands	Professional advancement
VIII	Strength	Power (ability) to dominate
XVI	The Tower	Strong opposition

Affection	Average
Material (Matter)	Excellent
Professional	Favourable
Health	Average
Spiritual	Less favourable

V



The Hierophant


V
The Hierophant
The thinker, the hunter, the killer
Also launches patience and resistance.
He is the defender of his own truth.
Symbolises faith and
mysticism.
The inside and outside of wisdom
and understanding.
The today's monster of rituals
and enlightment.
He is a hunting Psychic Vampire.

V – The Hierophant for spread next to…

XI	Justice	Situation to settle
II	The High Priestess	Regularisation or legalisation of a situation
III	The Emperor	Powerful protection
XIV	Temperance	Health improvement
XVII	The Star	Good agreement with the entourage
	Ace of Sword	Clear decision
XII	The Hanged	Material disinterest

Affection	Average
Material (Matter)	Quite unfavourable (little favourable)
Professional	Favourable
Health	Very favourable
Spiritual	Excellent

VI



The Lovers

VI

The Lovers

Total love

It represents the rings of free choice,
the bars of male sexual
principle.
The outer skin that leaves the
inner shame totally free.
The open curtain to beauty.
The unification and initiation.
The covering of the senses.

VI– The Lovers for spread next to…

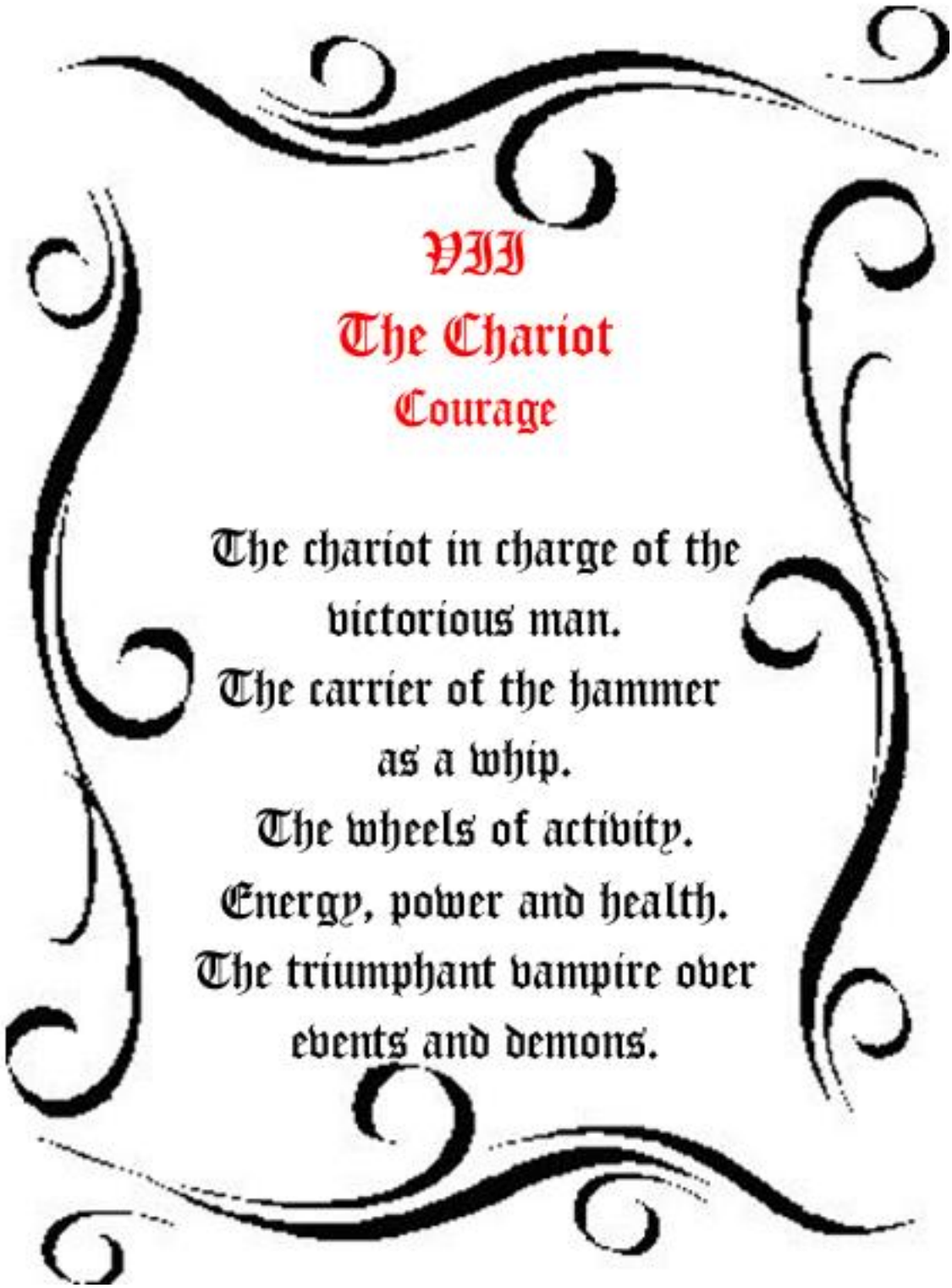
I	The Magician	Positive decision
O	The Fool	Indecision in a project
XII	The Hanged	Material difficulties
XVI	The Tower	Failure in projects
	Ace of Sword	Trial before making a decision
VII	The Chariot	Victory after reflexion
XV	The Devil	Jealousy

Affection	Average
Material (Matter)	Little favourable
Professional	Little favourable
Health	Average
Spiritual	Average

VII



The Chariot


VII
The Chariot
Courage
The chariot in charge of the
victorious man.
The carrier of the hammer
as a whip.
The wheels of activity.
Energy, power and health.
The triumphant vampire over
events and demons.

VII– The Chariot for spread next to…

XVI	The Tower	Risk for accidents
VIII	Strength	Overcoming trials (tests)
	Ace of Pentacles	Material success
XVIII	The Moon	Removal (moving)
IV	The Emperor	Professional success
III	The Empress	Happy travelling
XI	Justice	Administrative success

Affection	Average
Material (Matter)	Excellent
Professional	Excellent
Health	Very favourable
Spiritual	Little favourable (poorly)

Here ends seven trump cards of the Tarot from one to seven, adding the “O”, the Fool.

The Second Seven Major Arcane Part or Series



Major Arcane
The Second Seven Trumps
The Planets and Spheres

Strength: Sun

Hermit: Moon

Wheel of Fortune: Mars

Justice: Mercury

The Hanged: Jupiter

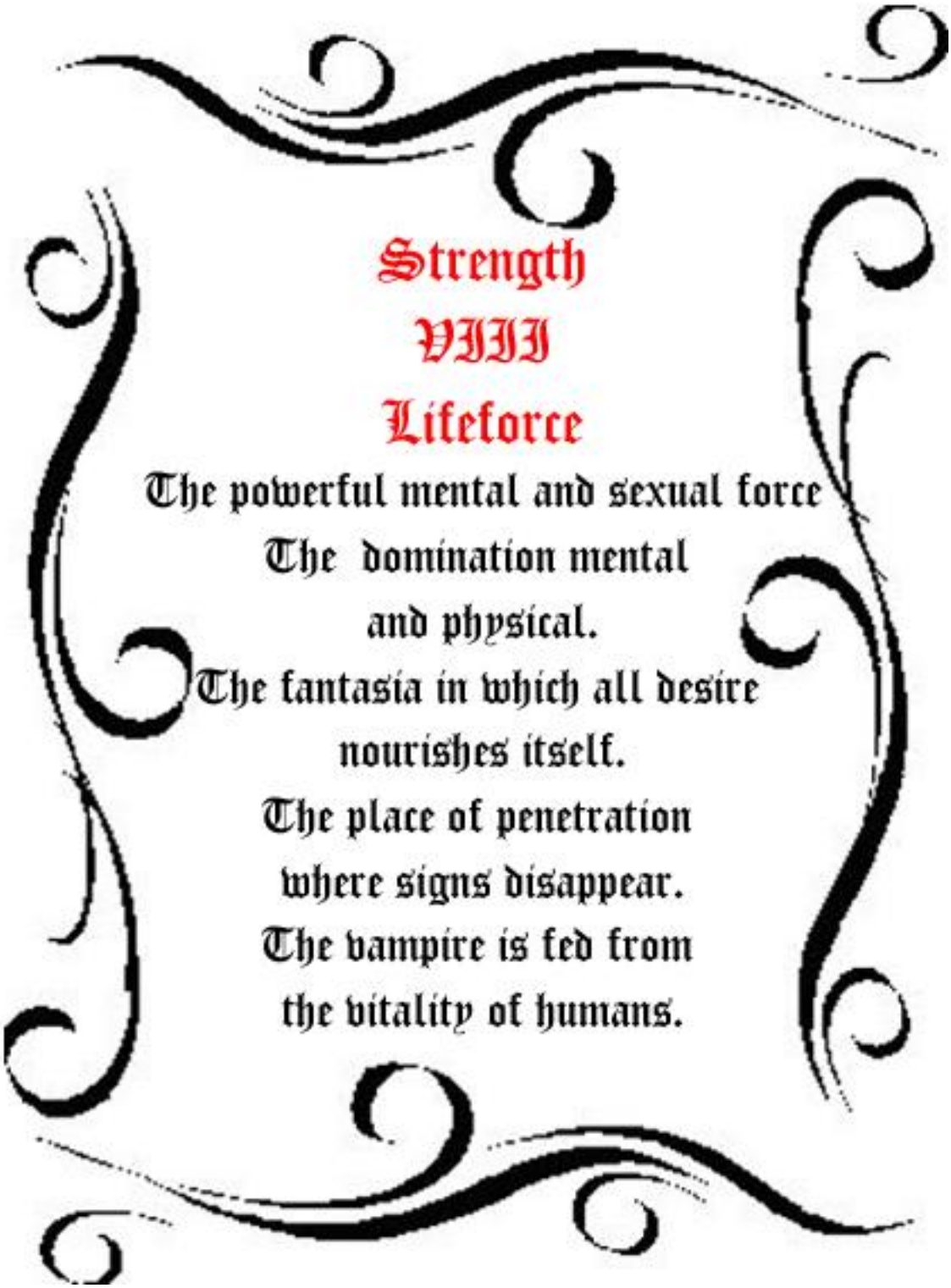
Death: Venus

Temperance: Saturn

VIII



Strength


Strength
VIII
Lifeforce
The powerful mental and sexual force
The domination mental
and physical.
The fantasia in which all desire
nourishes itself.
The place of penetration
where signs disappear.
The vampire is fed from
the vitality of humans.

VIII– Strength for spread next to…

X	Wheel of Fortune	Material domination
XV	The Devil	Sexuality
VII	The Chariot	Victory on events
	Ace of Sword	Power of decision
XII	The Hanged	Loss of vitality
III	The Empress	Excellent vitality
XXI	The World (Universe)	Complete success

Affection	Favourable
Material (Matter)	Favourable
Professional	Favourable
Health	Excellent
Spiritual	Favourable

IX



The Hermit

IX

The Hermit

Self reflection

The waters of inscrutable knowledge.
The place where we experience the fear
for suffering,
and the sadness of loneliness.
It is the corner where one looks for
Truth, or where the nymphs of sensibility
are found. The right place for
psychic and
vampiric transformation
or development.

IX– The Hermit for spread next to…

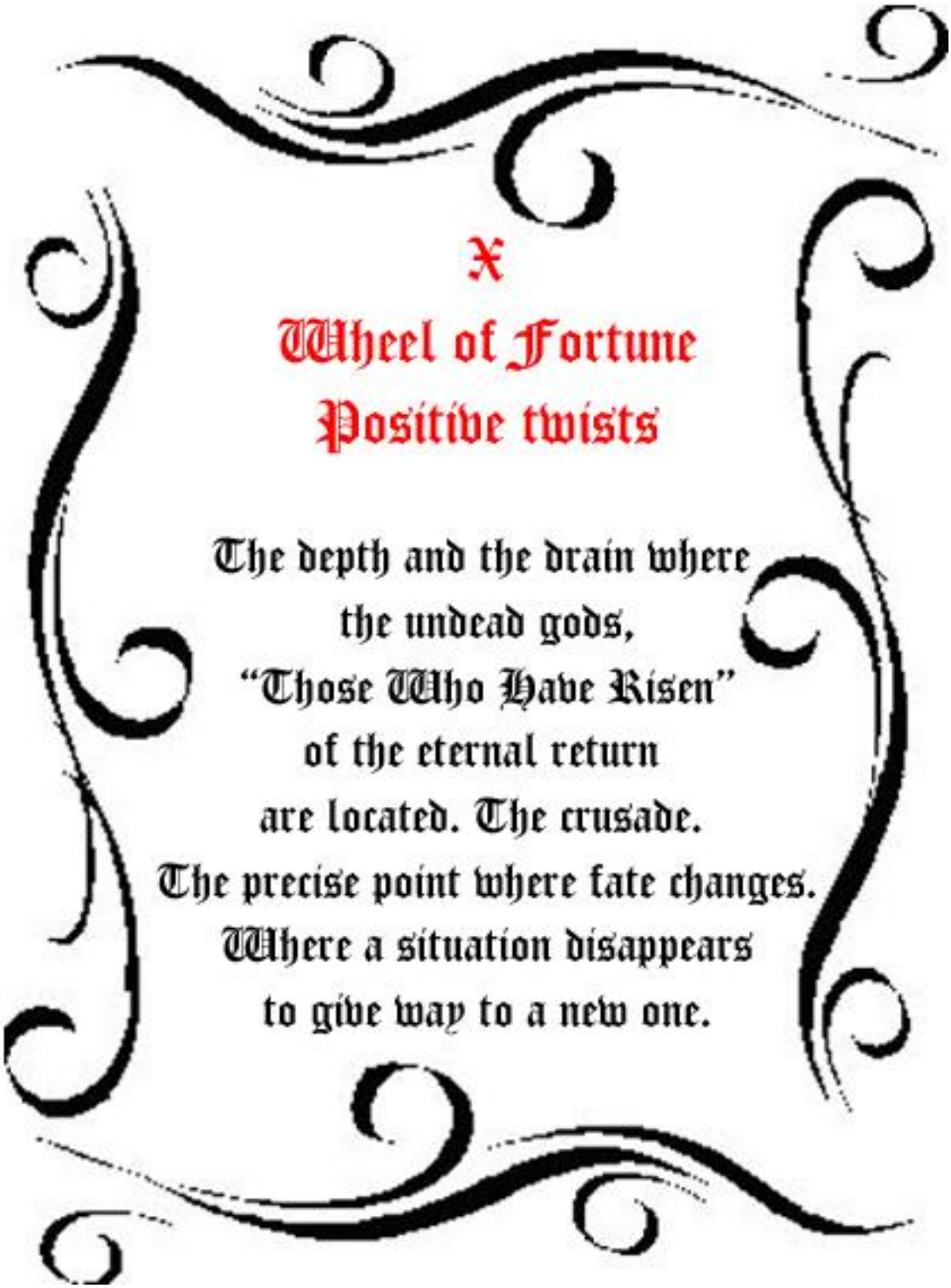
XII	The Hanged	Material difficulties
XIX	The Sun	Clarified situation
XVI	The Tower	Collapse of projects
XVIII	The Moon	Solitude and sadness
II	The High Priestess	Delay in the projects
VI	The Lovers	Difficulties in decisions
XIV	Temperance	Great wisdom

Affection	Little favourable (poorly)
Material (Matter)	Unfavourable
Professional	Little favourable (poorly)
Health	Little favourable (poorly)
Spiritual	Excellent

Ϫ



Wheel of Fortune


X
Wheel of Fortune
Positive twists
The depth and the drain where
the undead gods,
"Those Who Have Risen"
of the eternal return
are located. The crusade.
The precise point where fate changes.
Where a situation disappears
to give way to a new one.

X – Wheel of Fortune for spread next to…

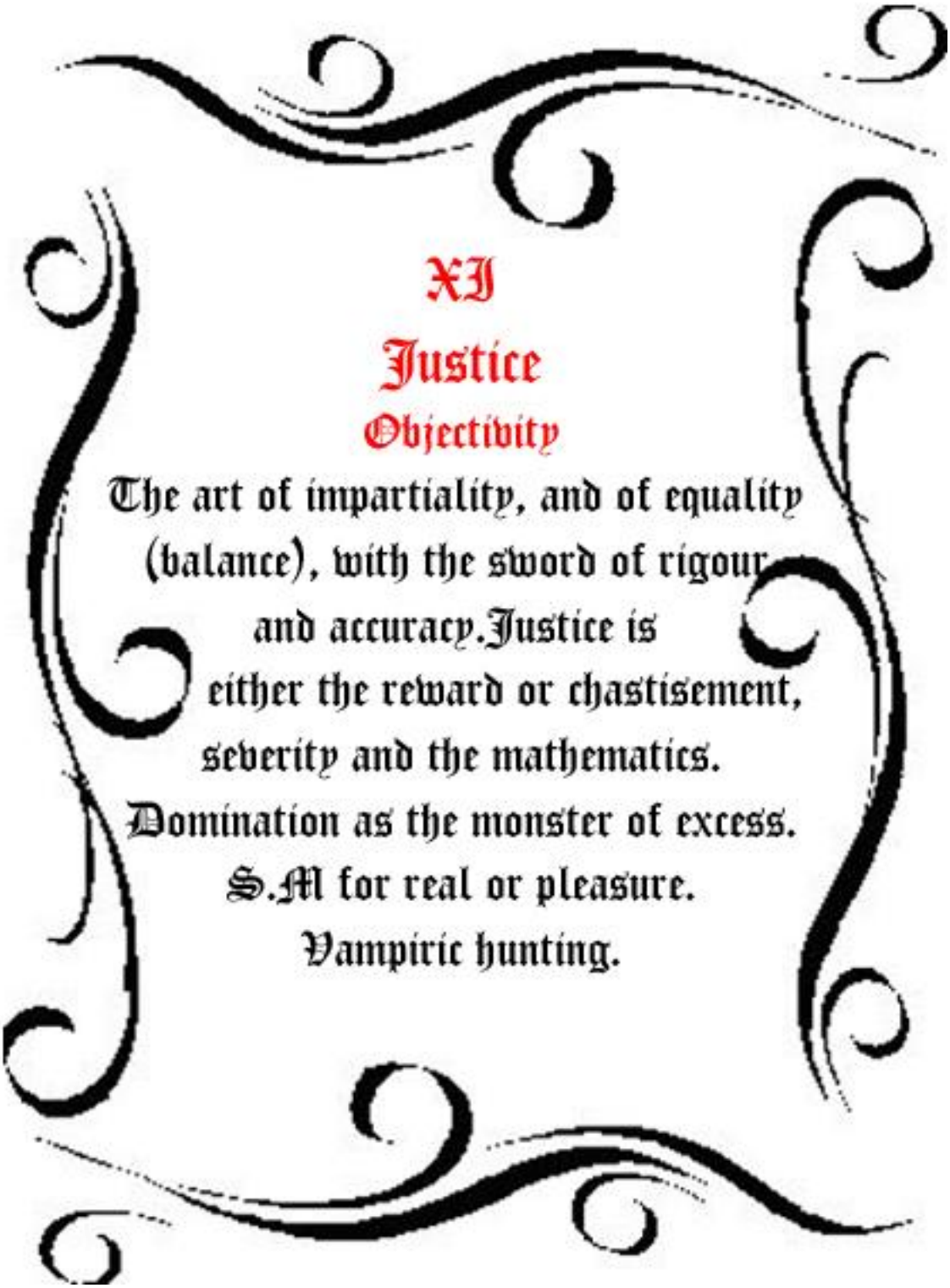
XII	The Hanged	Financial loss
XVI	The Tower	Material catastrophe
	Ace of Pentacles	Prosperity
XIX	The Sun	Success in everything
VII	The Chariot	Happy voyage
III	The Empress	Chance
O	The Fool	Uncontrolled expenses

Affection	Favourable
Material (Matter)	Excellent
Professional	Excellent
Health	Favourable
Spiritual	Favourable

XI



Justice


XI
Justice
Objectivity
The art of impartiality, and of equality
(balance), with the sword of rigour
and accuracy.Justice is
either the reward or chastisement,
severity and the mathematics.
Domination as the monster of excess.
S.M for real or pleasure.
Vampiric hunting.

XI – Justice for spread next to…

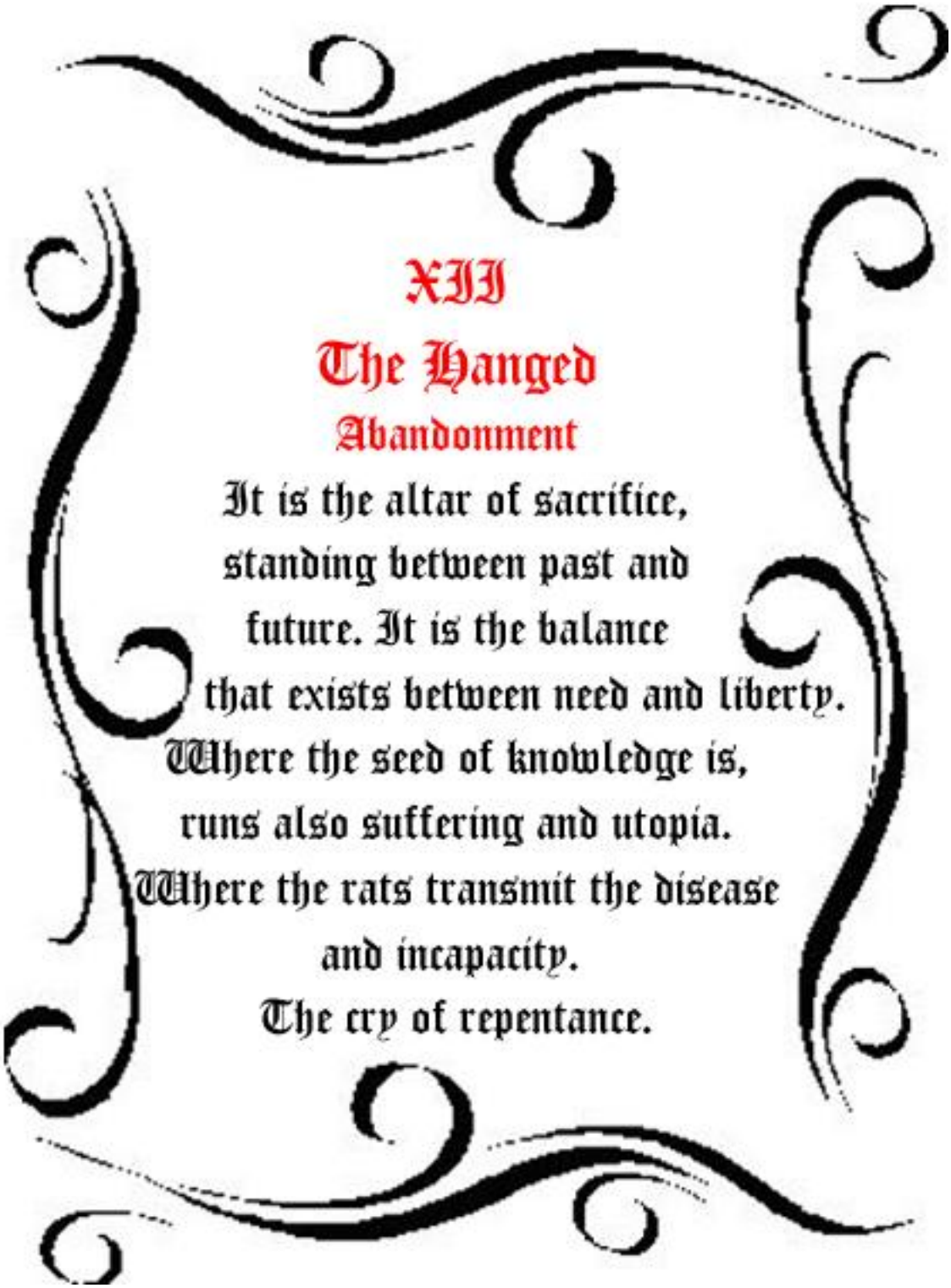
IX	The Hermit	Delay in the decisions
XII	The Hanged	Failure in a project
XIV	Temperance	New equilibrium (balance)
XXI	The World (Universe)	Success in business
	Ace of Wand	Beneficial contract or agreement
XX	Judgement	Clarification of a problem
I	The Magician	Decision taking

Affection	Average
Material (Matter)	Favourable
Professional	Favourable
Health	Average
Spiritual	Average

XII



The Hanged


XII
The Hanged
Abandonment
It is the altar of sacrifice,
standing between past and
future. It is the balance
that exists between need and liberty.
Where the seed of knowledge is,
runs also suffering and utopia.
Where the rats transmit the disease
and incapacity.
The cry of repentance.

XII – The Hanged for spread next to…

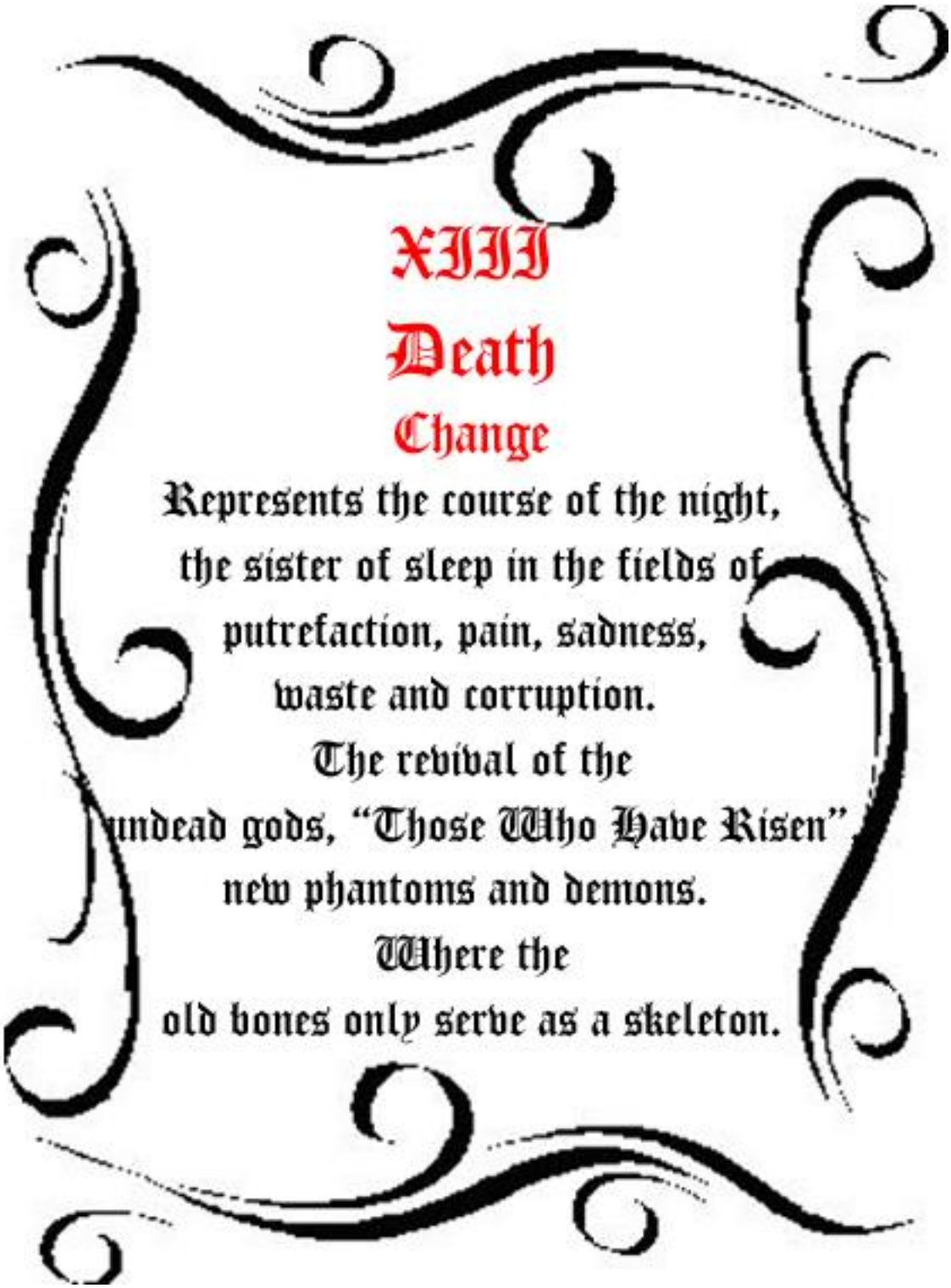
XV	The Devil	Violation of trust, fraud
XVIII	The Moon	Depressive state
X	Wheel of Fortune	Loss of money
IV	The Emperor	Submission
XIII	Death	Immobilisation
I	The Magician	Sacrifice
	Ace of Pentacles	Material restrictions

Affection	Unfavourable
Material (Matter)	Unfavourable
Professional	Unfavourable
Health	Unfavourable
Spiritual	Excellent

XIII



Death


XIII
Death
Change
Represents the course of the night,
the sister of sleep in the fields of
putrefaction, pain, sadness,
waste and corruption.
The revival of the
undead gods, "Those Who Have Risen"
new phantoms and demons.
Where the
old bones only serve as a skeleton.

XIII – Death for spread next to…

X	Wheel of Fortune	Financial crises
XIX	The Sun	End of a love affair
XIV	Temperance	End of friendship
XVI	The Tower	Risk of an accident
V	The Hierophant	Difficulties ended
O	The Fool	Detachment and flight (also leak)
VI	The Lovers	Affair in wait

Affection	Unfavourable
Material (Matter)	Unfavourable
Professional	Unfavourable
Health	Unfavourable
Spiritual	Favourable

XIV



Temperance


XIV
Temperance
Fulfilment
It is the balcony where we see the present
and the future.
Built by the columns of
harmony.
The place where individuality is
preserved.
Where the statues of masturbation
live, and where the
frictions of the side of life belong.

XIV – Temperance for spread next to…

I	The Magician	New friendship
III	The Empress	Happy news
XVII	The Star	Harmony with the surrounding (people and things)
VII	The Chariot	Travel, going somewhere
VIII	Strength	Good physical condition, lots of energy
XIII	Death	Passivity
XXI	The World (Universe)	Easy success

Affection	Favourable
Material (Matter)	Favourable
Professional	Favourable
Health	Favourable
Spiritual	Favourable

The Third Seven Major Arcane Part or Series



Major Arcane
Third Seven Trumps
The Planets and Spheres

The Devil: Sun
The Tower: Moon
The Star: Mars
The Moon: Mercury
The Sun: Jupiter
Judgement: Venus
The World: Saturn

XV



The Devil

XV

The Devil

Earthly Desires

The career of death, illness and misery. With him pacts of material success are signed. He is the one wasting human selfishness. He is who makes of the humans slaves of their fatal instincts, and is hunting after human Lifeforce.

XV – The Devil for spread next to…

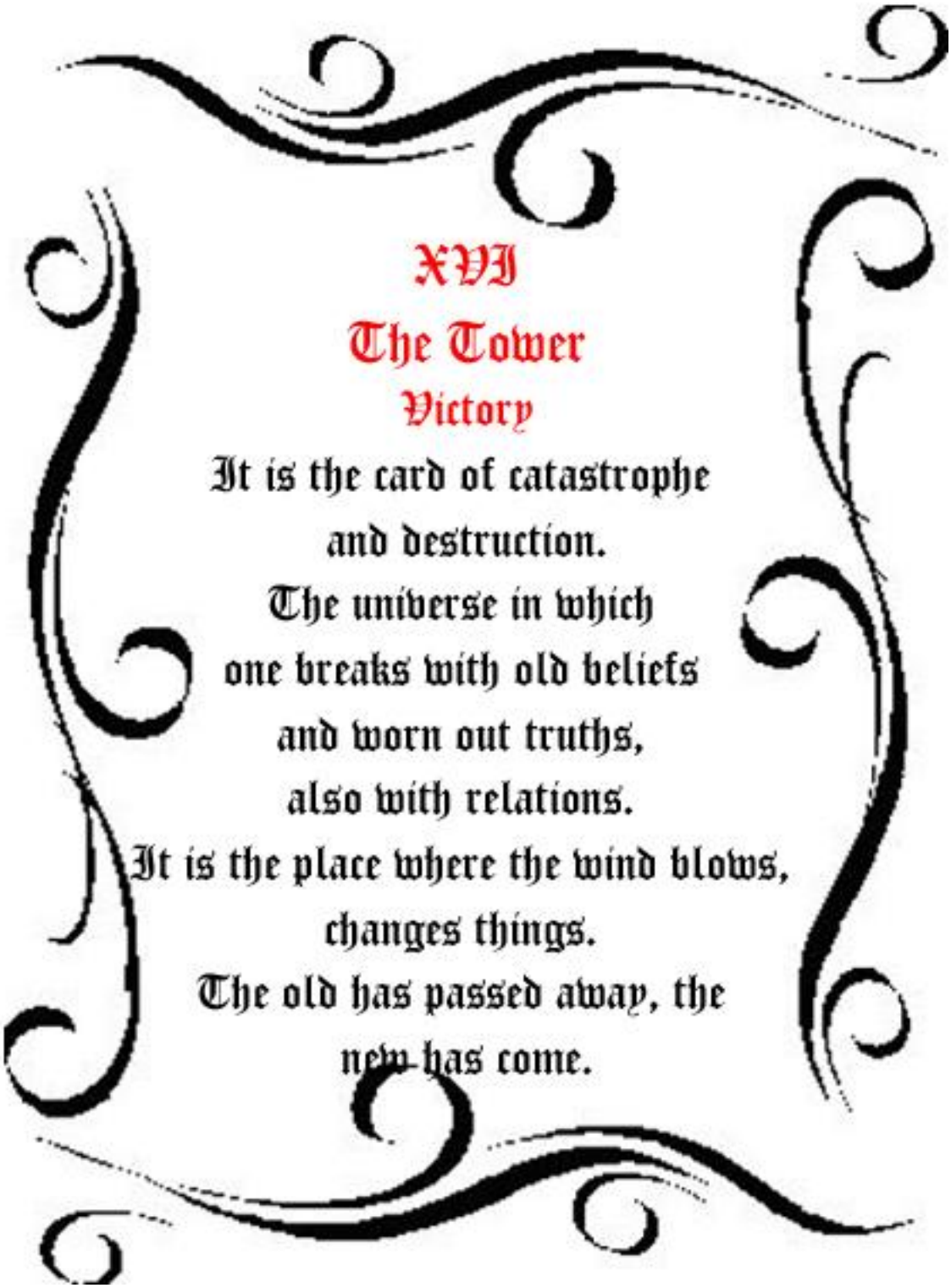
VII	The Chariot	Material and professional victory
X	Wheel of Fortune	Material success
XVI	The Tower	Victory
XIX	The Sun	Power and dominion
	Ace of Cup	Affective passion
0	The Fool	Blind impulsions
XXI	Judgement	Great agitation

Affection	Average
Material (Matter)	Favourable
Professional	Average
Health	Less favourable
Spiritual	Less favourable

XVI



The Tower

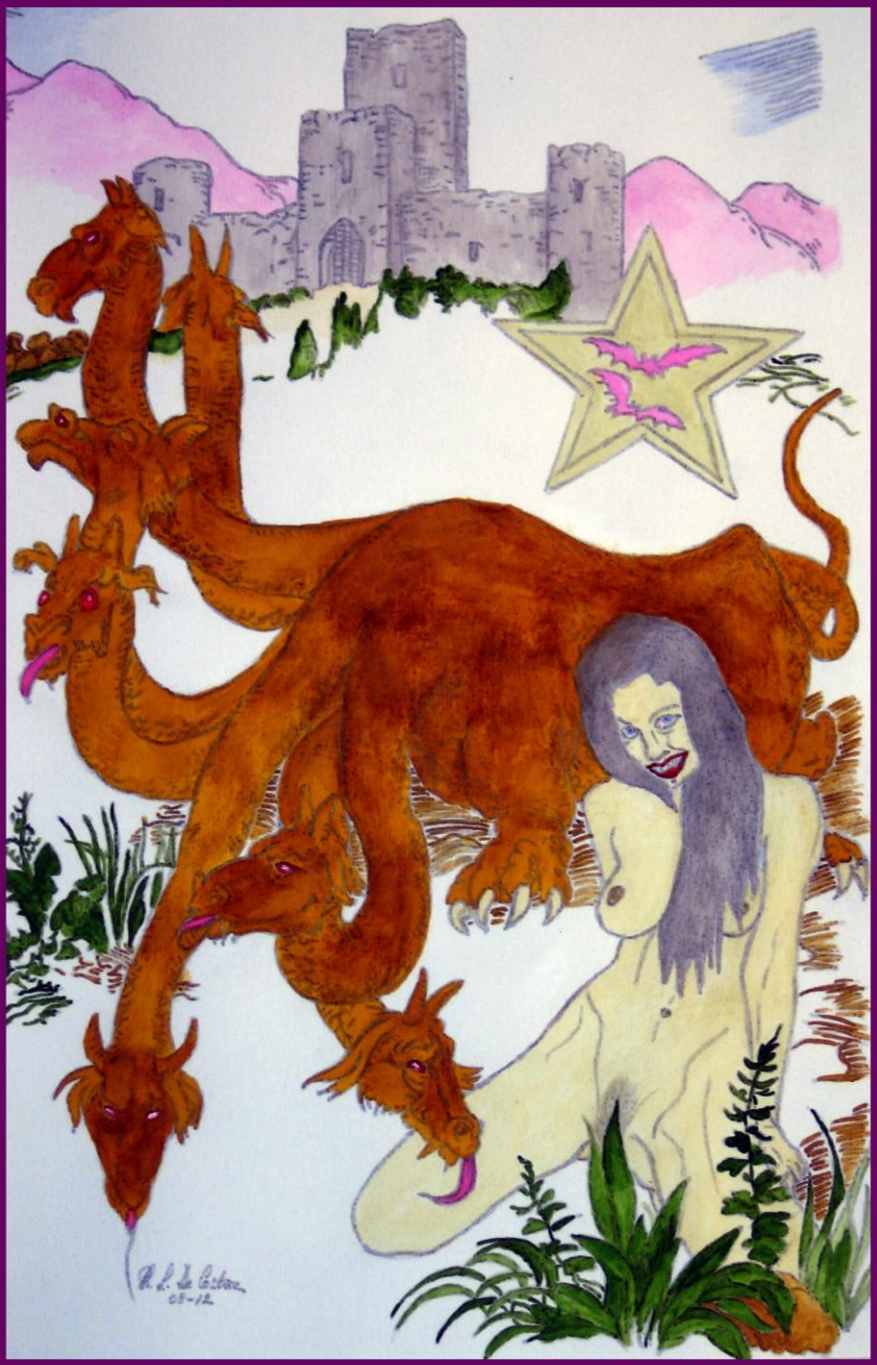

XVI
The Tower
Victory
It is the card of catastrophe
and destruction.
The universe in which
one breaks with old beliefs
and worn out truths,
also with relations.
It is the place where the wind blows,
changes things.
The old has passed away, the
new has come.

XVI – The Tower for spread next to…

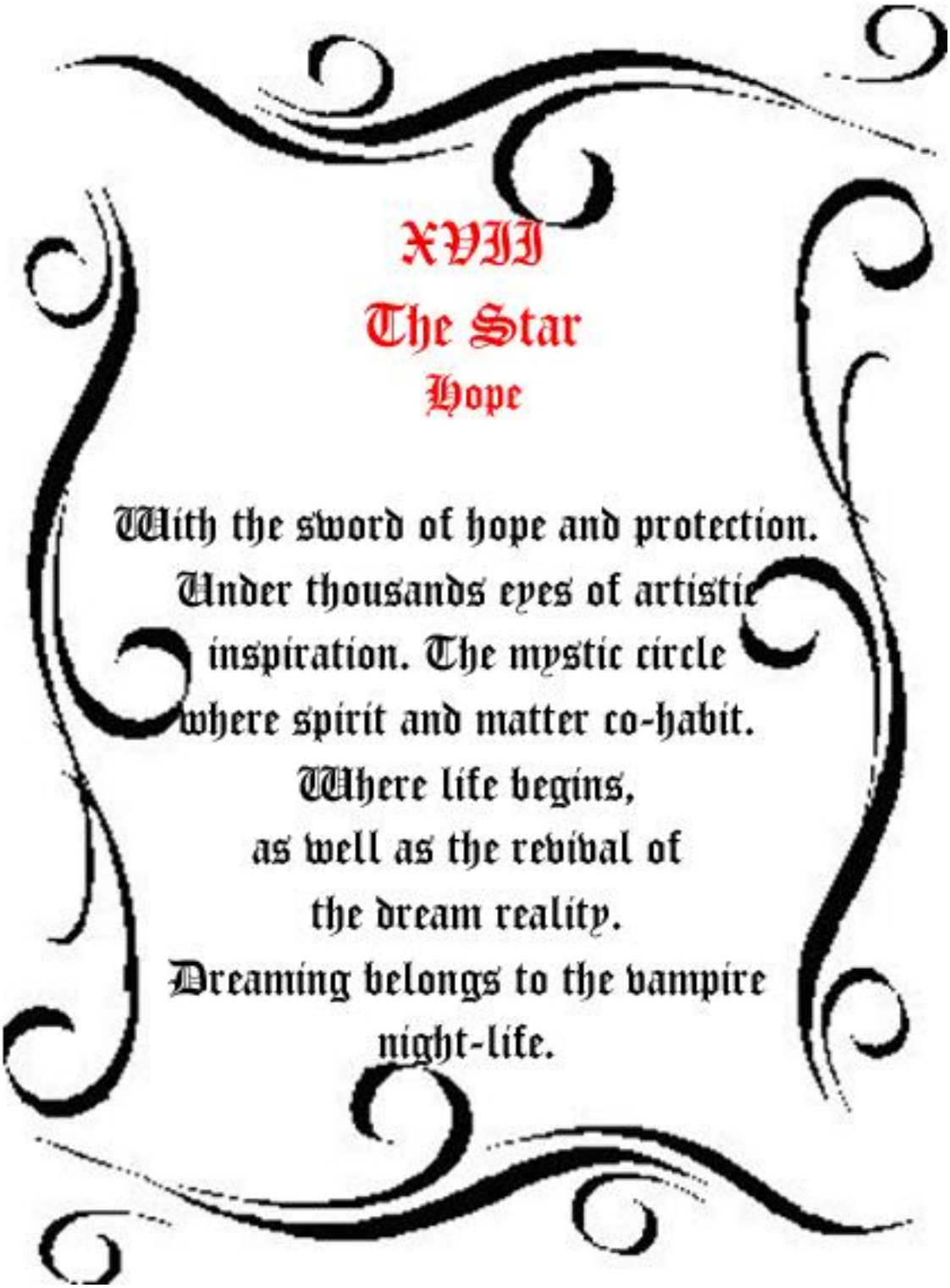
XIV	Temperance	Broken friendship
XVIII	The Moon	Familial discontentment
XII	The Hanged	Health problems
XV	The Devil	Financial loss
III	The Empress	Bad news
XI	Justice	Loss of a process
0	The Fool	Disorder and confusion

Affection	Unfavourable
Material (Matter)	Unfavourable
Professional	Unfavourable
Health	Unfavourable
Spiritual	Favourable

XVII



The Star



XVII

The Star

Hope

With the sword of hope and protection.
Under thousands eyes of artistic
inspiration. The mystic circle
where spirit and matter co-habit.
Where life begins,
as well as the revival of
the dream reality.
Dreaming belongs to the vampire
night-life.

XVII – The Star for spread next to…

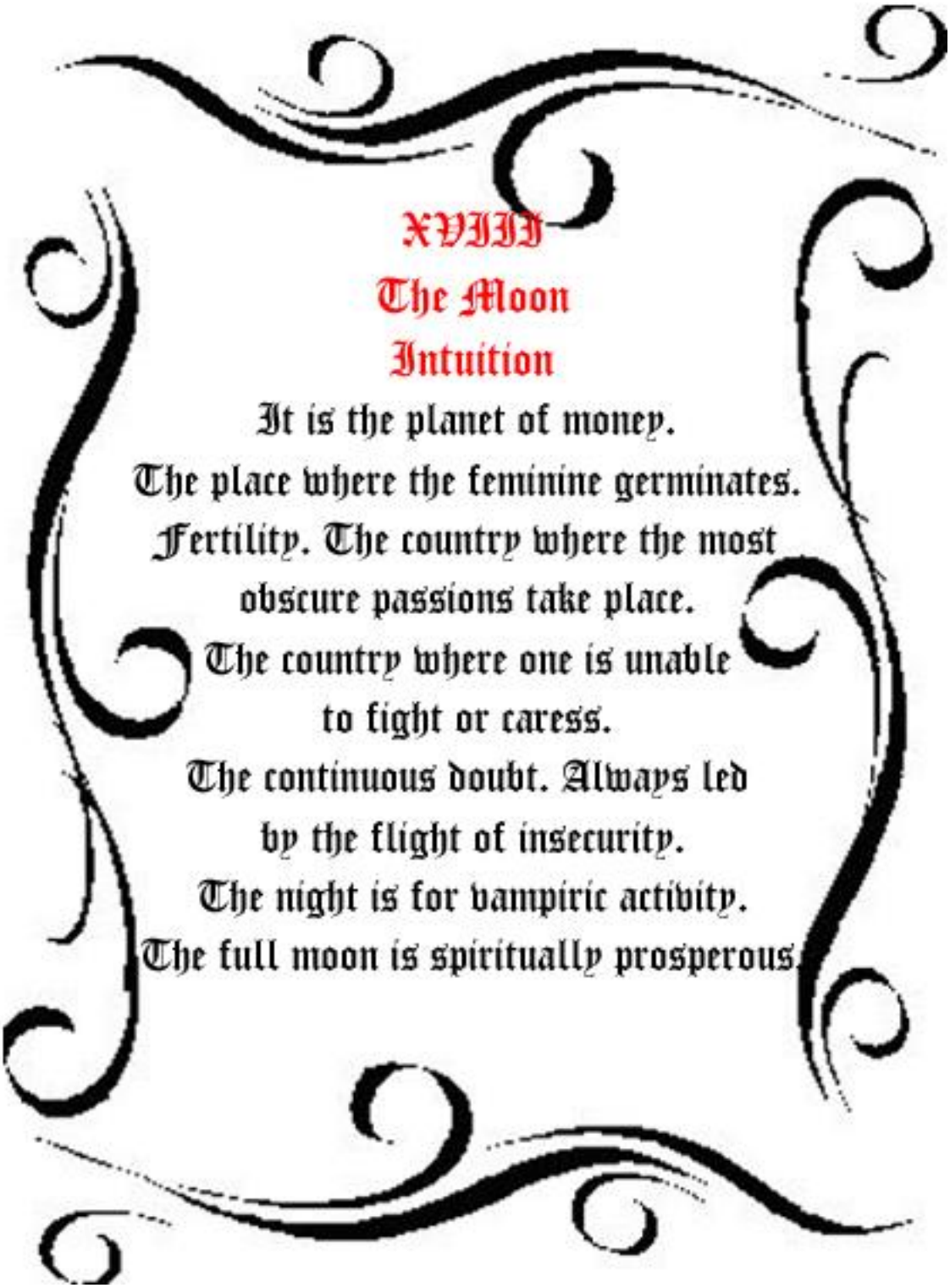
XIX	The Sun	Happiness in love
I	The Magician	Pleasant meeting
X	Wheel of Fortune	Chance
XXI	The World	In everything success
VIII	Strength	Better health
III	The Empress	Happiness
	Ace of Cup	Joyous affection

Affection	Very favourable
Material (Matter)	Favourable
Professional	Favourable
Health	Favourable
Spiritual	Very favourable

XVIII



The Moon

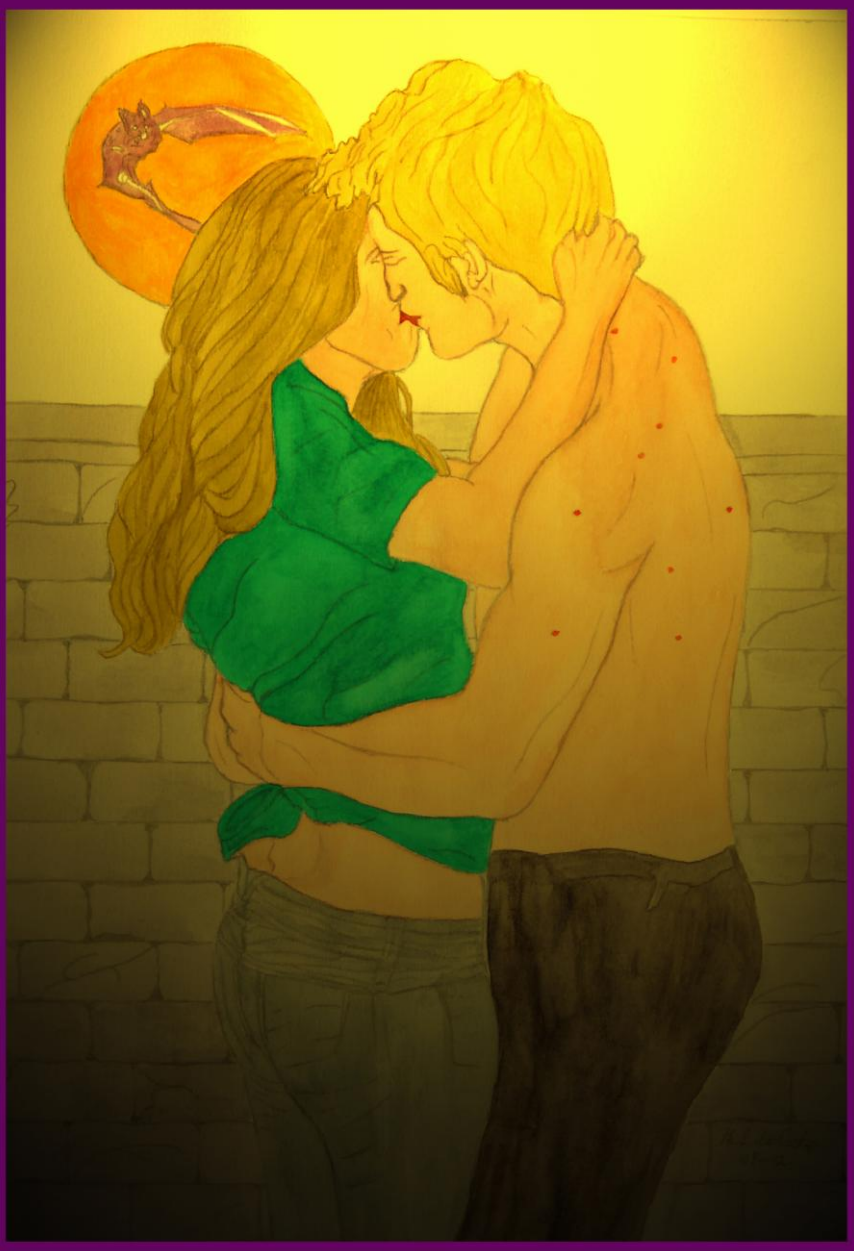

XVIII
The Moon
Intuition
It is the planet of money.
The place where the feminine germinates.
Fertility. The country where the most
obscure passions take place.
The country where one is unable
to fight or caress.
The continuous doubt. Always led
by the flight of insecurity.
The night is for vampiric activity.
The full moon is spiritually prosperous.

XVIII – The Moon for spread next to…

III	The Empress	Creativity
X	Wheel of Fortune	Move
XIX	The Sun	Concretisation of projects
XXI	The World	Travel
0	The Fool	Instability and flutter
V	The Hierophant	Positive intuitions
	Ace of Pentacles	Material difficulties

Affection	Average
Material (Matter)	Very average
Professional	Favourable
Health	Average
Spiritual	Favourable

XIX



The Sun


XIX
The Sun
Self-confidence
It is the circle of lucidity,
happiness,
talent and of the genius. It is
the godly fire caressing the world.
The transfer of the universal
conception. The energy of the
sight from an higher level.
The powerful sight of the
psychic vampire.

XIX – The Sun for spread next to…

XX	Judgement	Love at first sight
XXI	The World (Universe)	Great success
XVI	The Tower	Sentimental rupture
	Ace of Pentacle	Material luck
IV	The Emperor	Complete success
VIII	Strength	Satisfaction
VII	The Chariot	Happy travel

Affection	Excellent
Material (Matter)	Excellent
Professional	Excellent
Health	Favourable
Spiritual	Average

XX



Judgement


XX
Judgement
Renewal
The battlefield where the
trumpets of doom are heard.
The place of judgement.
Where repentance and
forgiveness find
themselves, with the sword cutting off
past mistakes, and
where the flames of
new Lifeforce (Prana) come up.

XX – Judgement for spread next to…

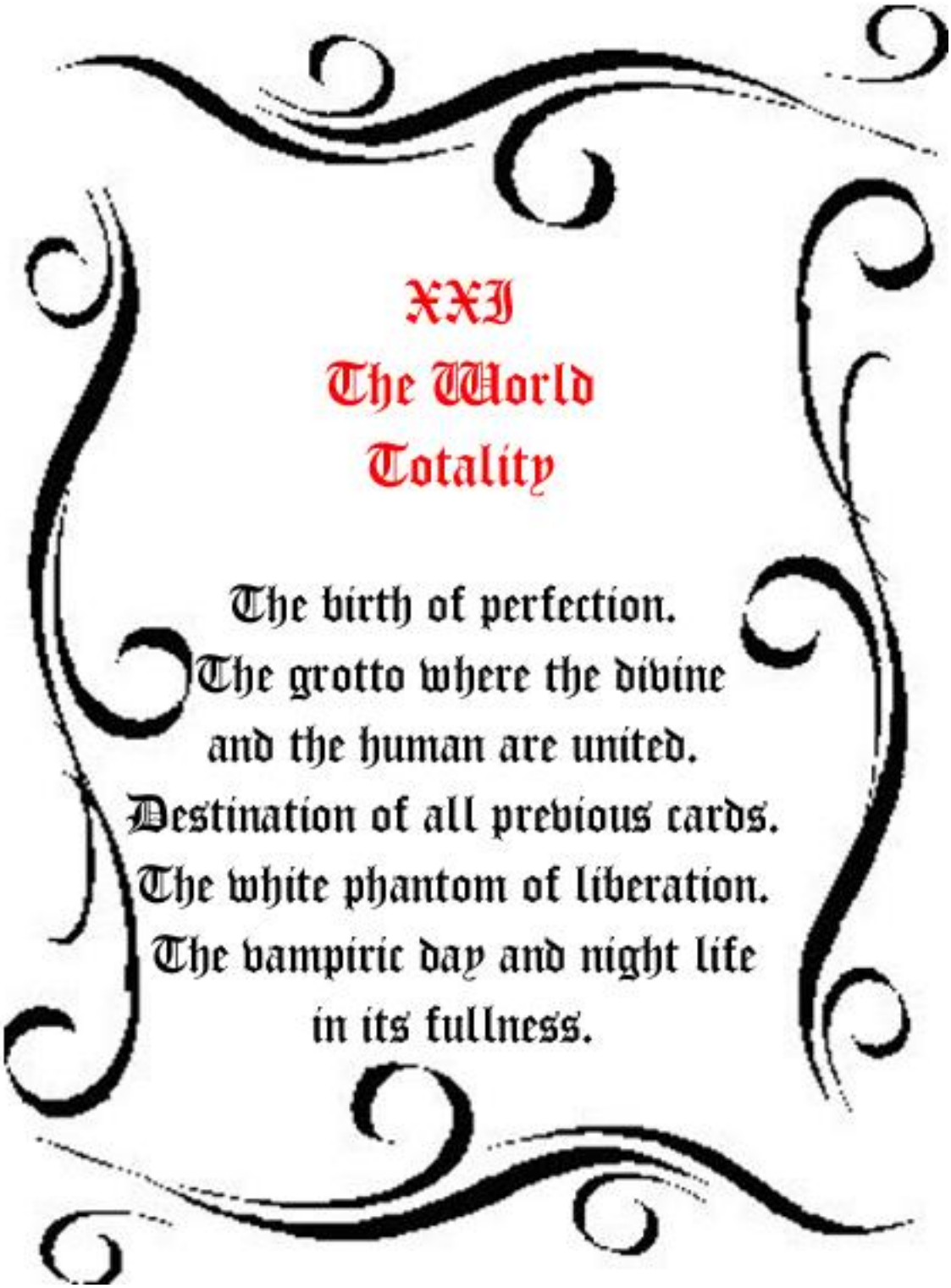
XXI	The World	Distance travel (far away)
I	The Magician	New meeting
XIII	Death	The end of difficulties
X	Wheel of Fortune	Luck in spell
	Ace of Pentacles	Material success
0	The Fool	New beginning
V	The Hierophant	Important decision

Affection	Very favourable
Material (Matter)	Very favourable
Professional	Very favourable
Health	Favourable
Spiritual	Favourable

XXI



The World


XXI
The World
Totality
The birth of perfection.
The grotto where the divine
and the human are united.
Destination of all previous cards.
The white phantom of liberation.
The vampiric day and night life
in its fullness.

XXI – The World for spread next to…

VII	The Chariot	Travel
X	Wheel of Fortune	Stroke of luck
III	The Empress	Popularity
VI	The Lovers	Successful completion of a project.
XV	The Devil	Proud domination
IV	The Emperor	Positive intervention
XVI	The Tower	Reversal of fortune

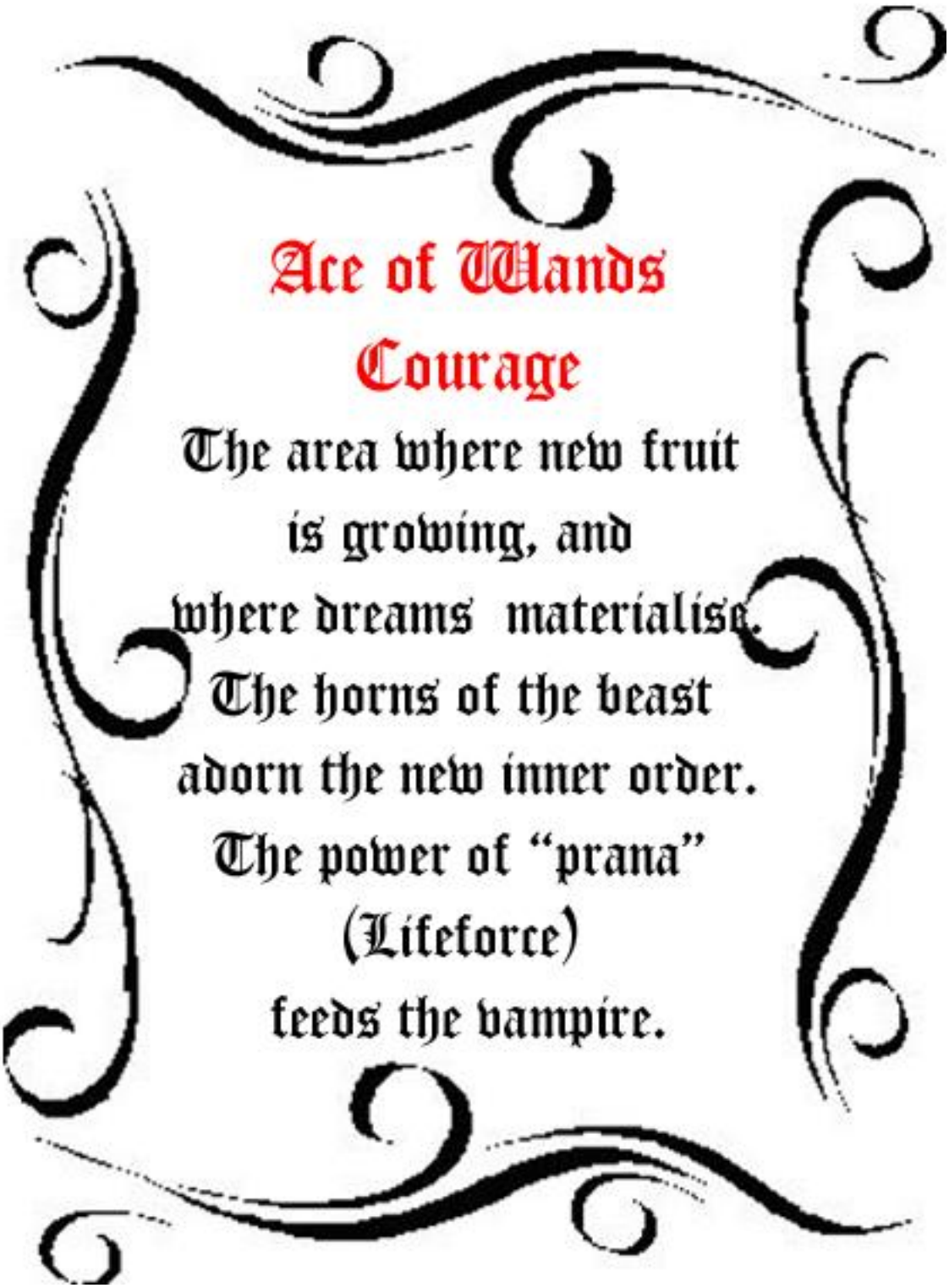
Affection	Very favourable
Material (Matter)	Excellent
Professional	Excellent
Health	Favourable
Spiritual	Excellent

The Four Aces

Ace of Wands



Courage

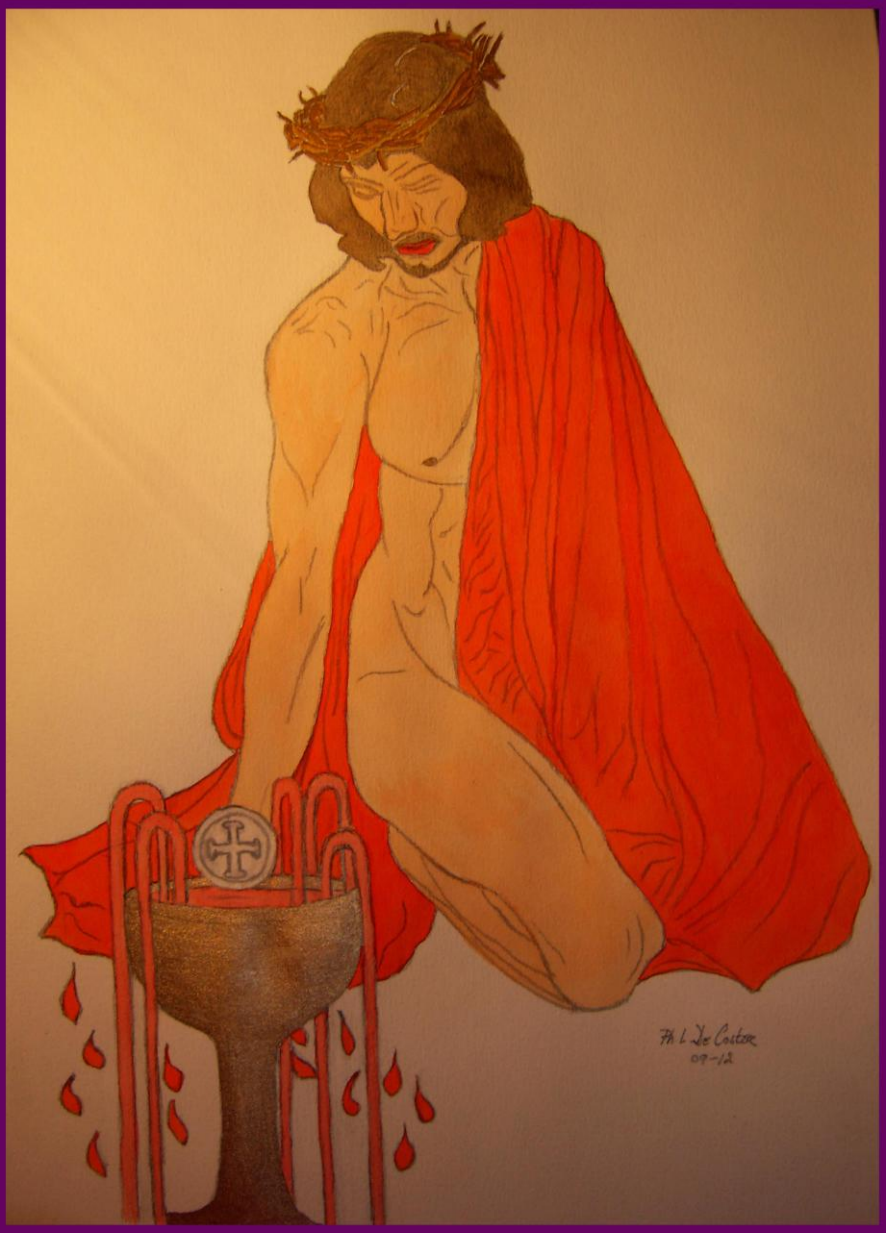

Ace of Wands
Courage
The area where new fruit
is growing, and
where dreams materialise.
The horns of the beast
adorn the new inner order.
The power of "prana"
(Lifeforce)
feeds the vampire.

Ace of Wands for spread next to…

VII	The Chariot	Realisation of a new action
XXI	The World	Financial and professional success
X	Wheel of Fortune	Material success
XVI	The Tower	Professional test
V	The Hierophant	Important and effective support
I	The Magician	The reach of an effort
VIII	Strength	Professional réalisation

Affection	Average
Material (Matter)	Favourable
Professional	Excellent
Health	Favourable
Spiritual	Favourable

Ace of Cups



Association


Ace of Cups
Association
The reign of the will.
Fun and beauty to enjoy.
The control of smoke.
The green of joy.
The red of Blood and
Lifeforce.

Ace of Cups for spread next to…

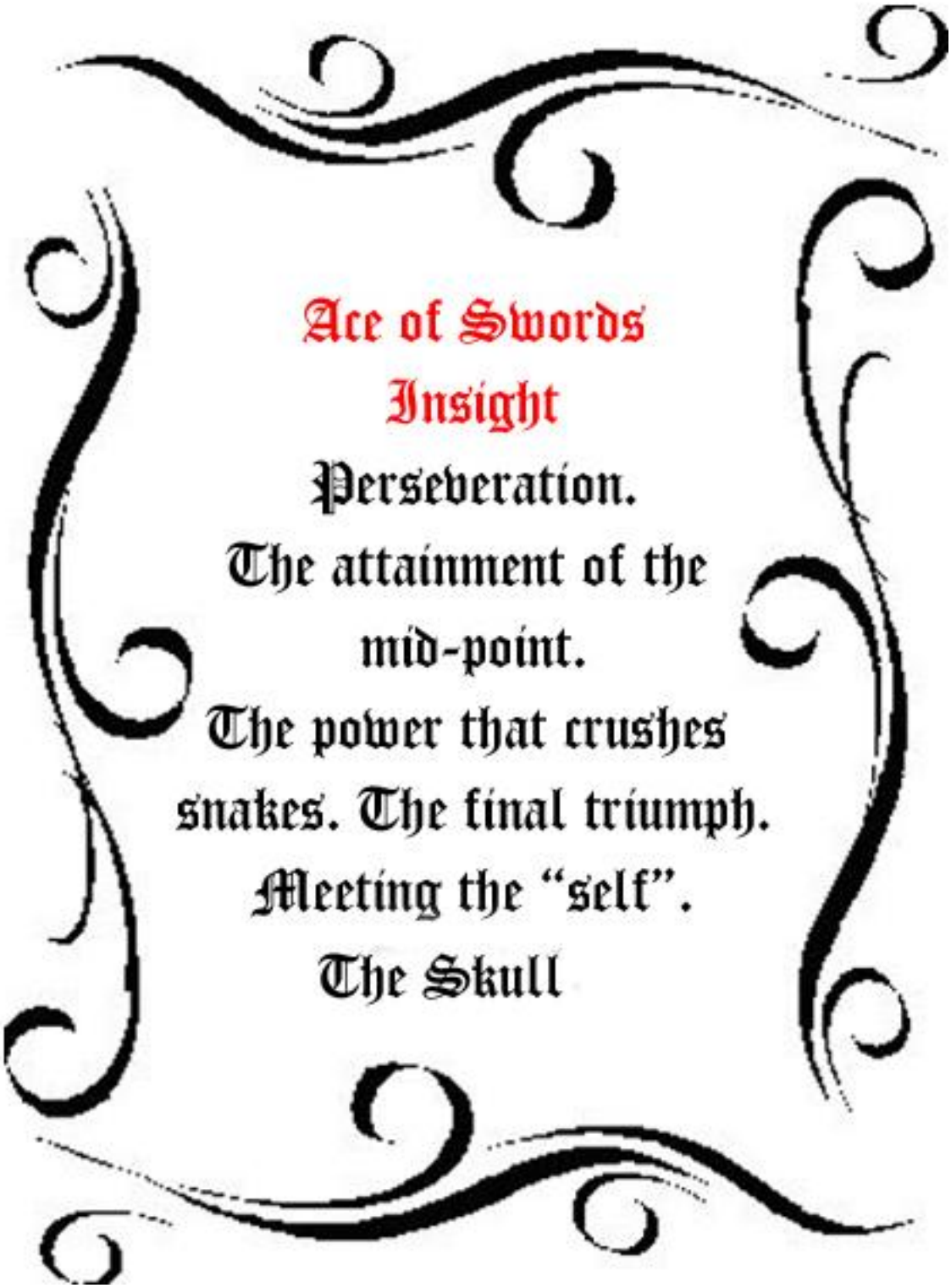
XXI	The World (Universe)	Great affective joie
XVI	The Tower	Broken affection
XII	The Hanged	Affective sacrifice
I	The Magician	New meeting
III	The Empress	Great happiness
VI	The Lovers	Affective choice
XIII	Death	Affective separation

Affection	Excellent
Material (Matter)	Favourable
Professional	Favourable
Health	Favourable
Spiritual	Favourable

Ace of Swords



Insight


Ace of Swords
Insight
Perseveration.
The attainment of the
mid-point.
The power that crushes
snakes. The final triumph.
Meeting the "self".
The Skull

Ace of Swords for spread next to…

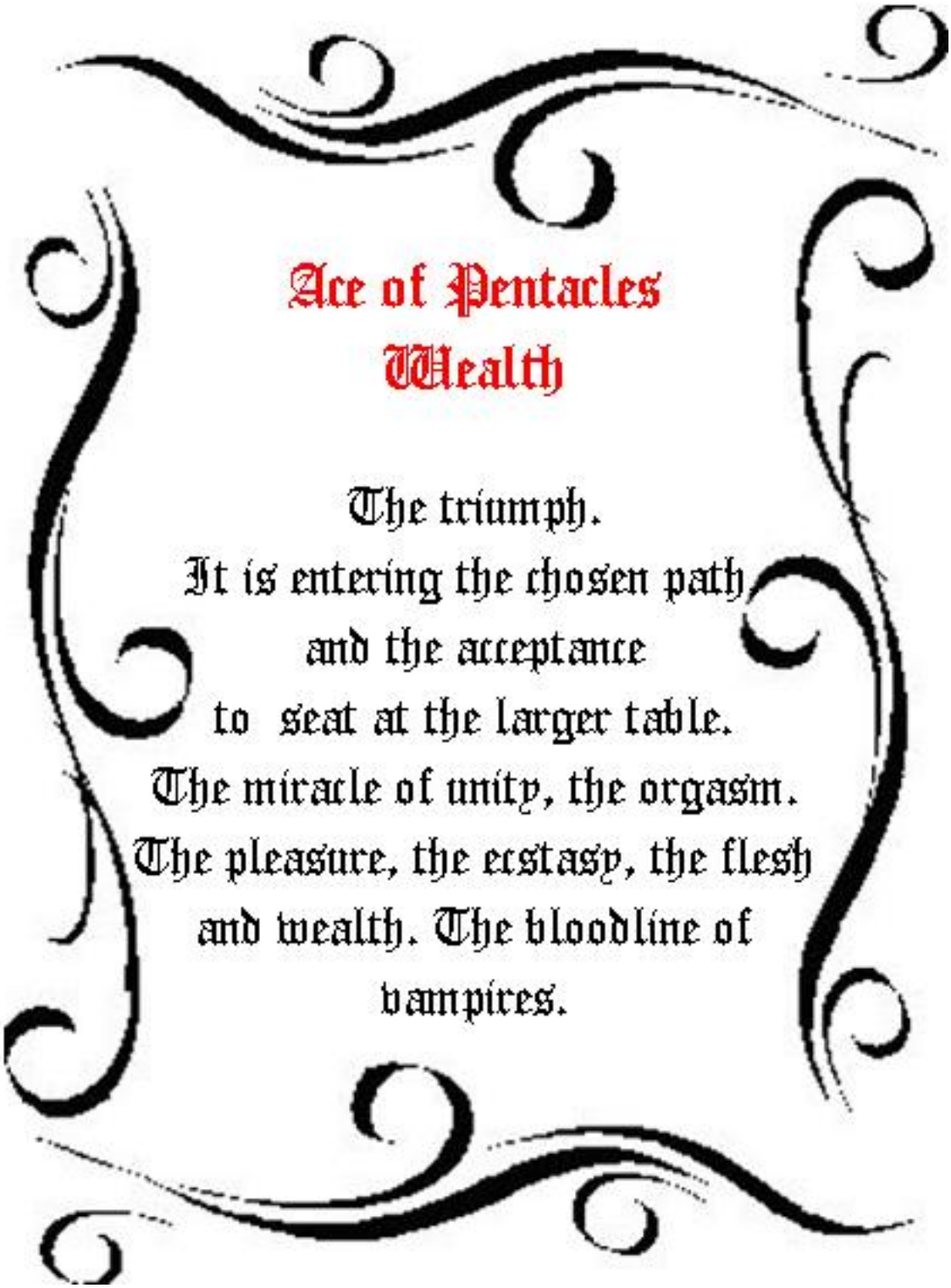
XI	Justice	Unfinished business
IV	The Emperor	Decision-making power
XII	The Hanged	Sacrifice and Renunciation
XVI	The Tower	Test and difficulties
XXI	The World	Professional reward
VII	The Chariot	Hasted (quick) decision
	Ace of Wands	Powerful position.

Affection	Less favourable
Material (Matter)	Average
Professional	Favourable
Health	Average
Spiritual	Favourable

Ace of Pentacles



Wealth


Ace of Pentacles
Wealth
The triumph.
It is entering the chosen path
and the acceptance
to seat at the larger table.
The miracle of unity, the orgasm.
The pleasure, the ecstasy, the flesh
and wealth. The bloodline of
vampires.

Ace of Pentacles for spread next to…

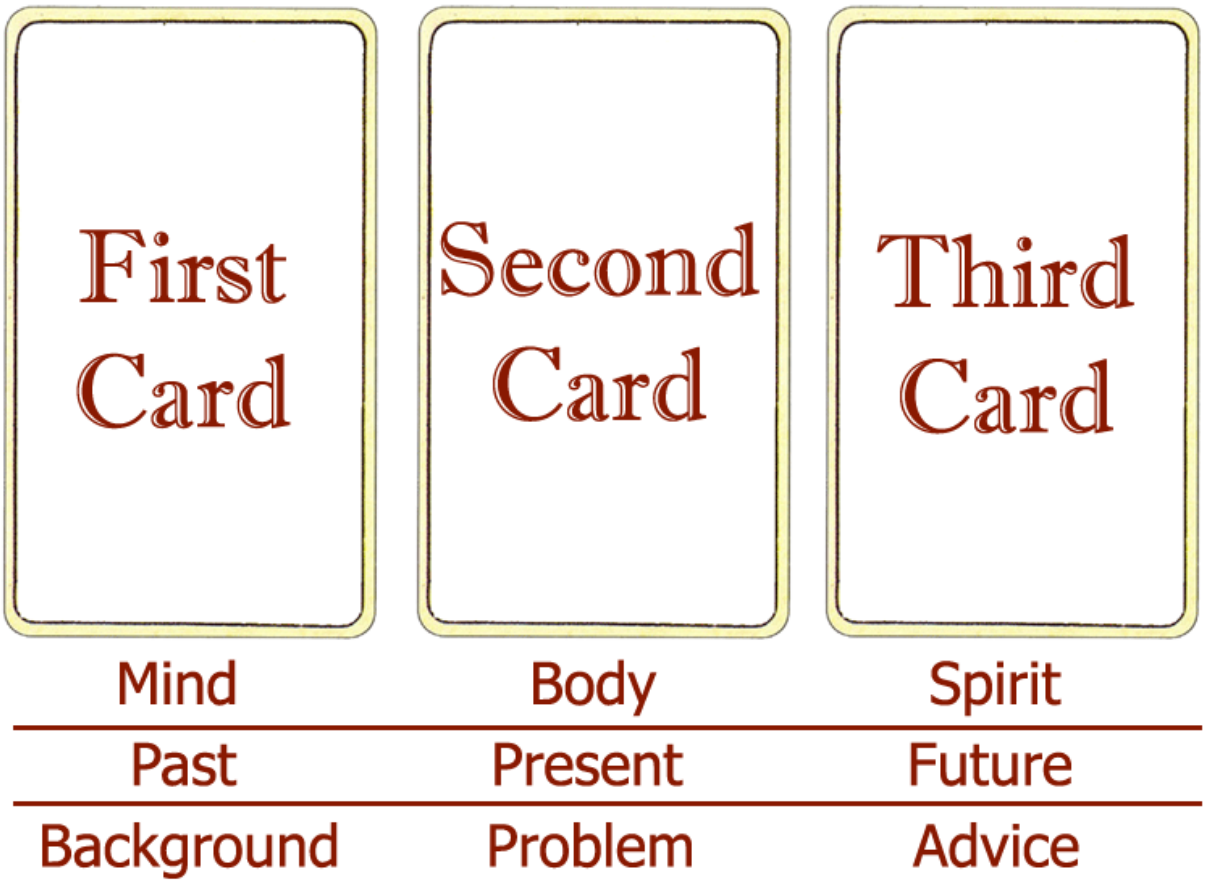
I	The Magician	Beneficial new enterprise
XIII	Death	Financial crisis
XVI	The Tower	Financial loss (money)
XXI	The World	Great success
XV	The Devil	Material power
	Ace of Cups	Complete success
IV	The Emperor	Material success

Affection	Favourable
Material (Matter)	Excellent
Professional	Very favourable
Health	Very favourable
Spiritual	Average

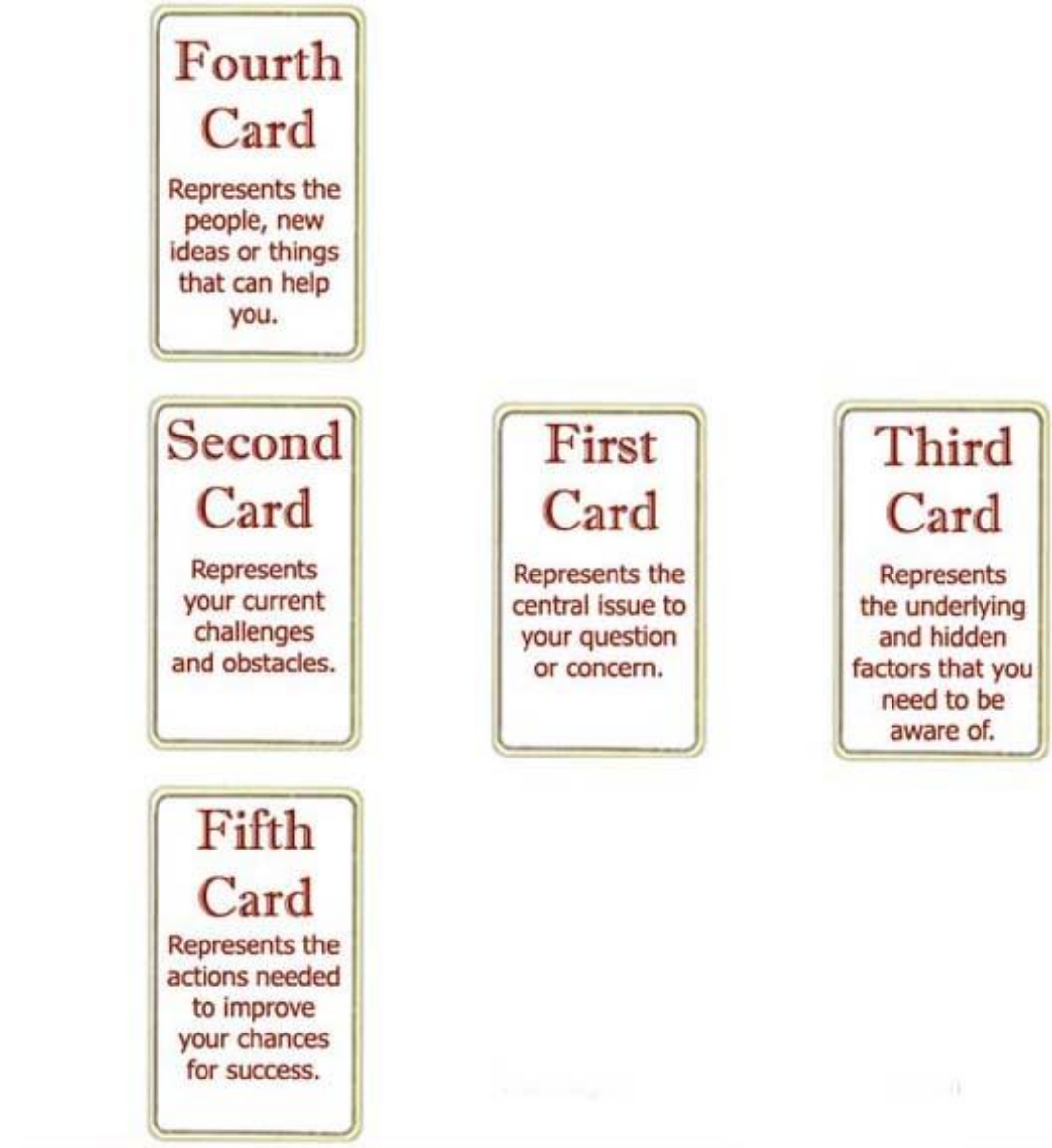
Examples of Tarot Spread with Twenty-six Cards

Here are a few spreads shown, but there are more. However, remember you are working with twenty-six cards, and do not overload for clear and precise answers..

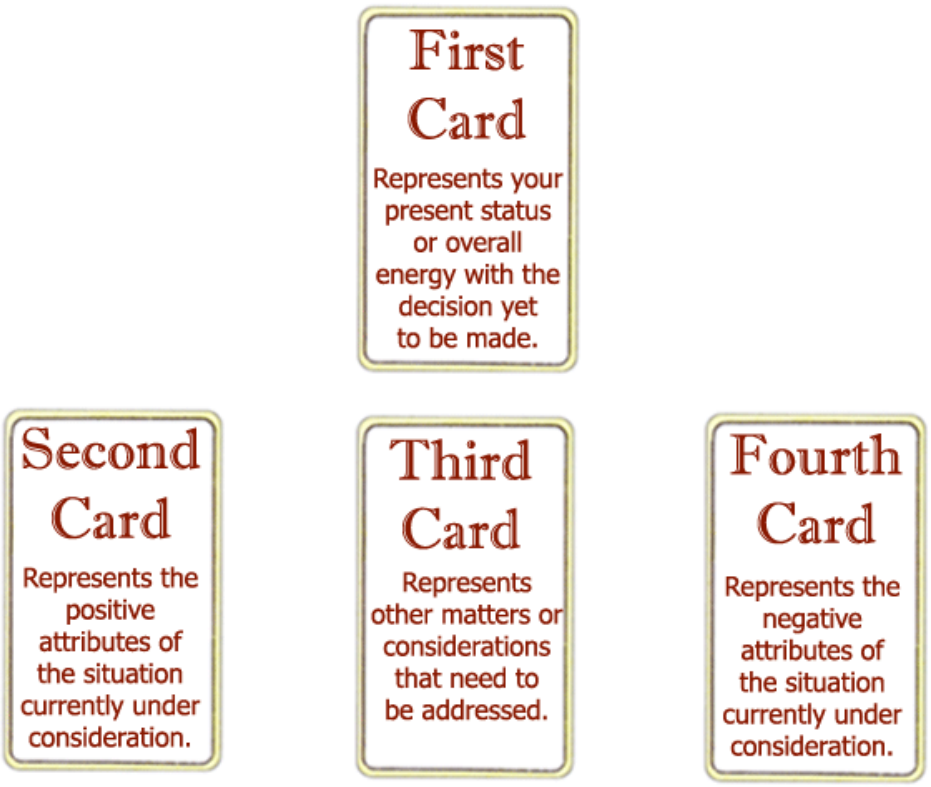
Three Card Spread



Success Spread



Decision-Making Spread



The Tarot is a sincere friend to help you find solutions to your various concerns and problems. Feel free to use as much as necessary the Tarot as here the twenty-six cards (*later the full spread, the 78 cards of the Tarot*) while you will quickly see, with the usual understanding that it is simple and easy, useful and fair. Just as light follows the darkness, the Tarot illuminates your path of life.

Notes on Spirituality

It seems that when anything material is unfavourable even very poor, is this an opening for spiritual development, and from there the way back to success and happiness. What is for you spirituality? For me, is the practice of spirituality "meditation", as an entering in the silence of the mind, the seat of all power. Everything has its starting point in the mind. In the mind created man "God or Gods" (a Divine or Cosmic Being), where the reverse is untrue. There is no God having created man. This is religious animation! Such a view has helped, but no longer does. Mind acts with full power and directly on Matter. This is at bottom a miracle operated by a secret inner Consciousness supported by a veiled Mind-Energy of Lifeforce. The action is nowhere seen to be direct, overt, self-sufficient; it is always super-imposed on an already realised physical basis and acts by an extension of some established process of nature. The spiritual aspiration is innate in man; for he is, unlike the animal, aware of imperfection and limitation and feels that there is something to be attained beyond what he now is: this urge towards self-exceeding is not likely ever to die totally in the race. The human mental status will be always there, but it will be there not only as a degree in the scale of rebirth, but as an open step towards the spiritual and supra-mental status.

Meditation, the Bhagavad Gita yoga technique of the mind, enlarges the sense faculties.

Life is the putting forth, under certain cosmic circumstances, of a Cosmic-Force which is in its own nature infinite, absolute, untrammelled, inalienably possessed of its own unity and bliss, the Conscious-Force in which we all are untitled.

Here, the Bhagavad Gita teaching becomes so important, in that man who has the knowledge not to disturb the life basis and thought-basis of the ignorant accepting any religious philosophy without thinking for and by himself. This is, obviously, a disorder and personal incapacity, even accepted by many great souls as a temporary passage or as the price to be paid for the entry in a wider existence. The truth is the opposite.

All solution has to be sought by the mind, but not by the mind alone; it has to be a solution in Life, in act of being as well as in consciousness of being.

Consciousness as “Force” has created the world-movement and its problems; consciousness as “Force” has to solve the problems it has created and carry the world-movement to the inevitable fulfilment of its secret sense and evolving Truth.

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Using the Major Arcane for Visualisation

Before thinking about fortunetelling, whether it is your past or future, one should use at least the Major Arcane for meditation and visualisation. Visualisation is simple.

In the area chosen for the ritual, adopt a comfortable position (*sitting, lying or a ‘meditative posture’ – the position is not important, only that it be comfortable*) and in this position visualise in detail but without any emotion the sequence of events desired.

Visualisation may be said to be willed ‘day-dream’ and to be effective requires calm but concentrated attitude of mind. To assist in the visualisation, various external triggers may be used to create the right atmosphere or mood: firstly, using your preferred Tarot set, more appropriate the Major Arcane and Court cards, excellent incense if you can stand it, preferably according to the planet of sphere to the working, and even candles of the planetary colour used to provide the only light. Before beginning the visualisation, vibrate the word appropriate to the planet three times in succession. As I am acquainted with the ONA Philosophy (The Order of Nine Angles), see hereunder:

Planet	**Word**	**Appropriate Workings**
Moon	Noctulius	Hidden knowledge
Mercury	Satanas	Lust/Indulgence
Venus	Darkat	Love/Enchantment
Sun	Karu Samsu	Prophecy/Revelations

Mars	Shugara	Death/Destruction
Jupiter	Davcina	Wealth/Success
Saturn	Vindex	Chaos/Disruption

The visualisation should be as natural and realistic as possible.

Examples:

(a) You wish to obtain the sexual favours of a particular person. You visualise the person, here you may use the trump card VI-The Lovers (it is a help not a means), and then in as much detail as possible the act itself. This is exactly what the Psychic Vampire does in thought in a crowd or at distance (read my electronic books on Internet).

(b) You desire to cause alarm to a neighbour who has annoyed you. You visualise the person in bed at night and yourself standing over them. You smile and by your strong will form the energy of the acausal dimensions into a peevish imp (*imagine the energy like swirling mist which your will forms into the imp*). You set this imp at the foot of the bed to create mayhem and then yourself depart. You and I are astral (psychic) beings in the first place, having a physical body to move about on earth, is always useful to remember.

It is important for success in this technique for the visualisation to become for you as real as possible, like the reality of a dream while it is being dreamt. To obtain this, it is necessary to be relaxed and calm – any emotion generated should be avoided, but to the images in the visualisation and then in a controlled way, never frenzied but rather cool and deliberate.

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You may contact me at decosterphilippe6@gmail.com

Interesting E-books:

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http://archive.org/details/Naos-APracticalGuideToModernMagick

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